

WORK EXPERIENCE

Games Engineering Intern, Nickelodeon Games; Glendale, CA Summer 2016

Worked with a team of experienced developers. Programmed across multiple platforms for an interactive media application. Used industry standard suite of development tools.

Senior Gameplay Engineer, Fay Games; Amherst, MA Summer 2016

Worked with JSON tunable variables, Mixpanel Analytics, and Soomla in-app purchases. Maintained an object-oriented codebase in C#. Supported new engineer in on-boarding.

Gameplay Engineer, Fay Games; Amherst, MA Spring 2016

Worked on a small team of programmers. Developed a game on a fast, iterative development process. Employed Unity, C#, JIRA, and GitHub.

Game Programming Intern, Petricore Games; Worcester, MA 2015

Programmed an update for popular mobile game, *Mind the Arrow*.

Systems Integration Engineer, MassDiGI; Worcester, MA 2015

Integrated an SDK to communicate with Bluetooth low energy devices. Programmed mobile game with medical applications.

Web Developer, Chisa Studios; Amherst, MA 2015

Designed website layout. Update site with new content and features.

Web Developer, Mustachio Games; Amherst, MA 2015

Designed mockups for website layout. Maintain website and provide content updates.

Producer and Game Programmer, MassDiGI; Worcester, MA Summer 2015

Programmed and produced a mobile game. Managed a small team of programmers, artists, and audio engineers. Regularly delivered builds and worked in a fast iterative loop.

Web Programming Intern, Critical Connections; Longmeadow, MA 2015

Worked closely with the Executive Director to redesign and maintain company website.

Freelance Web Programmer; Amherst, MA 2014-Present

Communicated closely with clients. Worked on projects in SquareSpace and WordPress.

Race Timekeeper, Catamount Family Center; Williston, VT Summer 2012, 2013
Input live race data for summer bike and running race series.

EDUCATION

Hampshire College, Amherst, MA

Relevant Coursework:

- Game Programming
- Web Development
- Digital Art
- Animation
- Interdisciplinary Game Studio
- Interdisciplinary Game Project
- Programming with Data Structures
- Artificial Intelligence
- Database Driven Websites
- Videogames and the Boundaries of Narrative
- Software Engineering
- Advanced Programming Technique
- Algorithms
- Discrete Math
- Linear Algebra
- Computer Systems I
- Computer Systems II

Candidate for Bachelor of Arts focusing in Computer Science & Game Dev, May, 2017

- Bell Ringer Scholarship for Academic Merit
- ESA Computer and Video Game Scholarship
- Five College Digital Humanities Student Fellowship

LEADERSHIP EXPERIENCE

Improv Troupe Founder, Hampshire College; Amherst, MA 2013-Present

Function as founder, organizer and performer in college improv troupe. Fostering skills in creativity, improvisation, collaboration, public speaking, and organization.

Orientation Leader, Hampshire College; Amherst, MA Summer 2014, 2015, 2016

Introduced new students to Hampshire. Facilitated group discussion and team-building.

Search Committee; Professor of Art and Technology; Amherst, MA Winter 2015

Served on a search committee to hire a Five College Visiting Assistant Professor of Art and Technology. Reviewed applications, interviewed, and met with candidates.

Teaching Assistant; CS181 Women in Game Programming; Amherst, MA Fall 2015

Helped introduce students to programming and game development. Held office hours and remained consistently available to assist students with their projects.

Lead Programmer; CS327 Game Studio; Amherst, MA Spring 2016

Lead a team of seven programmers. Collaborated using GitHub and Unity. Practiced Kanban agile method via Trello. Communicated via Slack. Promoted an object oriented approach.

Executive Director; GlowLime Games; Amherst, MA 2015-Present

Developing a for-education game development initiative in the Five Colleges. Built a diverse management team. Sought funding and developed the organizational structure.

Technical Director; GlowLime Games; Amherst, MA 2016-Present

Maintained organizational website. Coordinated hardware and software resources across multiple development teams. Maintained an organization-wide shared GitHub with a separate repository for each project.

SKILLS

Programming & Markup Languages

- C#
- Javascript
- Java
- Python
- Clojure
- R
- Ruby
- HTML
- CSS
- Assembly
- Objective-C
- JSON
- XML

Libraries, Frameworks, & API's

- jQuery
- Bootstrap
- Ruby on Rails
- Python Django
- Mixpanel
- 2D Toolkit
- Google Maps API
- HTML5 Canvas
- SOOMLA

Software

- Unity
- Xcode
- Perforce
- Git
- Github
- Slack
- Processing
- Photoshop
- Eclipse
- Netbeans
- JIRA
- Trello
- WordPress
- SquareSpace
- Producteev
- MonoDevelop

SHIPPED GAMES

Word Snack HD (iOS, Android) — 2014, *Gameplay Programmer*

A word game set in a space diner. Players feed the alien clientele the tastiest words they can construct. Features two modes and five different aliens.

Mind the Arrow (iOS, Android) — 2015, *Programming Intern*

A fast paced pattern matching game. Featured game on the App Store and Google Play. Developed by Petricore Games.

Pirate Squabbles (iOS, Android) — 2016, *Lead Programmer*

Mobile point-and-click adventure set on a flying pirate ship. Features a quirky cast of characters and challenging puzzles.

Eternal Flopnation (iOS, Android) — 2016, *Programmer*

Flop your way towards freedom as a high flying fish. Leap through programmatically generated levels, avoiding dangerous birds and the deadly touch of dry land.