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Hampshire College Box 0050, 893 West St
Amherst, MA 01002

WORK EXPERIENCE

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

Programmed across multiple platforms for an interactive media application.
Used industry standard suite of development tools.

Senior Gameplay Engineer, Fay Games; Amherst, MA **2016-Present**

Developed JSON tunable variables, analytics, and in-app purchases.
Maintained object-oriented codebase. Supported new engineers.

Game Programming Intern, Petricore Games; Worcester, MA **Fall 2015**

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

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

Managed team of programmers, artists, and audio engineers. Regularly delivered builds. Integrated an SDK to communicate with Bluetooth devices.

Freelance Web Programmer; Amherst, MA **2014-Present**

Communicated closely with clients. Worked on projects for internships, game studios, and individuals.

EDUCATION

Hampshire College, Amherst, MA, Bachelor of Arts, Computer Science & Game Dev, May, 2017

LEADERSHIP EXPERIENCE

Orientation Leader, Hampshire College; Amherst, MA **2014-2016**

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; 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.

SKILLS

Programming Markup Languages

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

Libraries, Frameworks, API's

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