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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 an interactive media application using Unity and Xcode (iOS). Created data-driven behaviour modules. Implemented dynamically linking objects and properties. Participated in Scrum, pull requests, and used JIRA.

Lead Engineer, Fay Games; Amherst, MA 2016-Present

Developed JSON tunable variables, analytics, and in-app purchases. Maintained object-oriented codebase in Unity3D. Onboarded new engineers.

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

Programmed an update for popular mobile game, *Mind the Arrow* in Unity 3D. Used Perforce version control. Practiced Kanban Agile methods.

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

Managed team of programmers, artists, and audio designers. Regularly delivered builds using Xcode, TestFlight, and Unity 3D. Integrated an SDK to communicate with Bluetooth devices. Engineered complex user interface.

Freelance Web Programmer; Amherst, MA 2014-Present

Communicated closely with clients. Worked on sites for internships, game studios, and individuals. Built front end pages with interactive elements.

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. Planned activities and lead group of students.

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 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. Taught Unity 3D, C#, & GitHub.

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

Lead a team of seven programmers. Collaborated using GitHub and Unity. Practiced Kanban Agile methods via Trello. Communicated via Slack. Promoted an object oriented approach in Unity 3D.

Executive Director; GlowLime Games; Amherst, MA 2015-2016

Developed a for-education game development initiative in the Five Colleges. Built a diverse management team. Obtained funding and constructed the organizational structure. Engaged ~100 students.

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