

SKILLS

Object Oriented Programming
Systems Programming
AI Behavior
UI Programming
Software Design Patterns
Version Control

TOOLS

C/C++
C#
Git
Subversion
Unity 3D
Unreal Engine 4
Visual Studio

EXPERIENCE

4715 Jetsam | Mar. 2019 – Apr. 2019 | Quirky Games

A 3D platform shooter. A sci-fi themed game that centers around fighting and stealing as a robot pirate. Made with Unity.

- Responsible for the third-person control system and first-person shooting mechanics
- Used Unity's text UI elements to create terminal-inspired menus
- Prototyped state-machine behavior for AI characters
- Contributed to a friend-or-foe system for the player's manipulation mechanic

Catformer | Sep. 2019 – Dec. 2019 | Group Ocho

A 2D infinite platformer for mobile platforms. The game emphasizes simple gameplay and varied customization for casual players. Made with Unity.

- Implemented the primary tap mechanic for jumping between platforms
- Applied constraints that drove the spawn rate for platforms.
- Developed scripts for background parallax, and size consistency between devices

Technobabble | Jan. 2020 – Apr. 2020 | Studio Basskick

A high-speed, action platforming game. Incorporates rollerblade mechanics and rhythm-based obstacles to encourage constant momentum. Made with Unreal Engine 4.

- Overseeing programming tasks and production
- Prototyping character movement for rollerblade inspired physics
- Implementing melee combat system
- Reimplemented tempo event system in C++ to support real time reconfiguration.
- Developed engine tools and scripts to facilitate designer workflow

EDUCATION

University of Central Florida, Orlando FL

Bachelor of Arts

Major: Digital Media - Game Design Track

Minor: Philosophy

Dec, 2020

STUDENT ACTIVITIES

Association for Computing Machinery

GameDevKnights