

(Education)

Hampshire College | B.A. Computer Science and Cognitive Science, expected Winter 2016

Relevant Coursework: Algorithms, Search Engines, Statistical Learning, Database-Driven Website Design, Data Structures, Affective Computing, Mobile Computing, Interdisciplinary Game Studio, How People Learn, Human-Computer Interaction, Human Information Processing

(Skills)

Languages

Java • C# • Swift • Python • Ruby on Rails • R • Obj-C • SQL • HTML5 • Bootstrap

Tools

Xcode • Eclipse • IntelliJ IDEA • Unix Shell • Github • MongoDB • R Studio • MS Office • Adobe CC • FCPX

Areas of Expertise

Software Engineering • UX Design • Data Analysis • QA • TDD • User Testing • Game Design

(Experience)

Intent Watch Co. | App Developer & UX Designer

Northampton, MA | Current

- Designing and coding an iOS companion app for a pre-release analog smartwatch. Link: IntentWatch.com

iD Programming Academy | Instructor

Cambridge, MA | Summer '15

- Prepared daily lesson plans; supervised and supported programming students; taught Swift 1.2, Xcode and mobile development concepts to classes of 8 teens for four two-week sessions.

The Indus Entrepreneurs, Boston | Digital Media Intern

Cambridge, MA | Summers '12 - '14

- Transcribed audio lectures; edited video lectures and created promotional media via Final Cut Pro for website and social media.

HitPoint Studios | Quality Assurance Intern

Springfield, MA | Fall '13

- QA for games including *Seaside Hideaway*, *Fablewood*, *Jane Austen Unbound*, *Disney Fairies*, *PvZ iOS*.

(Selected Projects)

Senior Capstone Project: Pragmatic Game Development | Current

- Creative director, lead programmer, and project manager for a strategy game which has just began development. Design features telemetric user data collection for balance analysis. Dev blog: mullarkeydevelops.tumblr.com

The Experiment | Current

- Creative director and programmer on a team of 7 for a puzzle/horror game with a political message. Production via Unity and C#. Link to blog: theexperimentgame.tumblr.com

Quarterback Injury Risk Estimation | Fall 2015

- Generated a predictive model for assessing percent likelihood of NFL QB injury in a given season using best subset selection, linear regression, and web scraping for data collection. Data was processed using R Studio.

Genius Search | Fall 2015

- Lead programmer for a search engine capable of identifying documents which contain a partial sequential match with a text query in a database of lyrics scrapped from genius.com. Written in Python for a Search Engine course. Link: github.com/evasnyder/search_final

Dino Fight | Spring 2015

- Lead designer and programmer of a reinterpretation of a fighting game. Conceptualized the idea; recruited and managed a multi-disciplinary team of 6. Code was designed according to best practices and appropriate programming patterns were used. Production via Unity and C#. Link: tinyurl.com/DinoFight2015

Word Snack | Fall 2014

- Game designer, co-producer, and QA on a 32-person development team for an iOS/Android word game, currently published on both platforms. Link: WordSnack.net