

SKILLS: React, Redux, Ruby, Rails, JavaScript, SQL, HTML5, CSS3, jQuery, NodeJS, Shopify, Polaris, Unity, C#, Git, Photon/Unet, Adobe Creative Cloud

PROJECTS:

MAP MY RAT *Ruby on Rails, ReactJS, Redux, JBuilder, Google Maps, HTML, CSS*

[live](#) | [github](#)

A MapMyRun clone for rodent enthusiasts to map sightings and create tours to share with their friends.

- Built custom authorization in the backend and frontend, utilizing Active Record and frontend checks to secure data and ensure persistent, fast login.
- Implemented React best practices with Redux containers and limiting the amount of AJAX calls to create an efficient single-page web app.
- Integrated Google Maps API, including Distance, Geolocation, and custom markers to create a fun, smooth UI/UX.

SIREN SONG *JavaScript, HTML, CSS*

[live](#) | [github](#)

A JavaScript “shooter” where the player sings sound drops aimed with their pitch to sink sailor ships.

- Utilized vanilla JavaScript to congruously manipulate HTML elements with CSS animations demonstrating a fresh way to use modern web design.
- Tied the p5js’s audio recorder to ml5’s pitch detecting models to take audio from the user’s microphone and seamlessly display the data through falling raindrops and fleeing sailors.
- Leveraged Webpack with Node and Babel to manage multiple languages and plugins ensuring smooth development.

EXQUISITE DUPE *Unity, C#, php, SQL*

[trailer](#) | [github](#)

A drawing game of ridiculous deception where players draw together and out the dupe (iOS and Android)

- Prototyped and developed many iterations of the game by taking feedback from players and creating builds through TestFlight to get a large and accurate data set.
- Linked user and game data through Unity, php, and an SQL database and parsed into JSON to create modular chunks of data for the game manager object to display to users across the country.
- Sketched multiple sprites in Adobe Illustrator and imported into sprite sheets to create a cohesive art direction.

LONG LOST ROBOTS *Unity, C#, UNet*

[trailer](#) | [github](#)

Players cooperatively create a color language and program their bots to hug in the middle (iOS and Android)

- Studied real-time networking with UNet and Photon resulting in matchmaking rooms and simultaneous gameplay.
- Collaborated with a linguistic professor to design the game in stages mirroring the human process of language acquisition and submitted a grant proposal.
- Molded 3d models in Maya and imported them into Unity to make animation wireframe events.

EXPERIENCE:

Web Developer

Uncle’s Games

March 2020 – Current

- Collected website goals from management to design and build a website in the Shopify framework and completed a streamlined pipeline to insert thousands of products in a short timeframe during the pandemic.
- Integrated inventory requests through a Shopify proxy authorization and my custom app to display to customers.
- Displayed picks through a React/Polaris embedded app built to be used with multiple sites and sold independently.

Game Designer

Kingdom Death

Jan 2018 – Aug 2019

- Target playtested hundreds of game sessions and recorded concise and accurate data for the team to utilize.
- Lead a team of 3 in the creation of a new expansion to build new worlds and game systems by setting goals, giving constructive, positive feedback, and prototyping new monsters.
- Designed new cards and content with Adobe Illustrator, Photoshop, and InDesign and iterated over the designs in Dropbox until ready for production.

Game Developer

NYU Incubator

Jun 2017 – Aug 2017

- Reprogrammed the game from a simultaneous, networked game to being asynchronous and centralized over an SQL database to expand the player base and allow monetization.
- Developed a marketing plan working with industry professionals as free to play with in game purchases available.
- Presented to a crowd of over 300 people and showcased with a live demo attracting new players.

Teaching Assistant

NYU Board Game Design

Jan 2017 – May 2017

- Instructed a class of 20 undergraduates on how to play various board games and lead discussions on how their designs may influence their own projects.
- Assisted the professor with the finer details of the class such as attendance, grades, and developing a curriculum.

Game Design Intern

IronWall Games

Jan 2016 – May 2016

- Fine-tuned Rob Daviau's game concepts by playtesting the prototypes, discussing the results with my colleagues, and sending the results in concise reports.

Assistant Manager

Auntie's Bookstore

Feb 2009 – Jun 2015

- Overhauled the inventory system from a laborious paper and pencil process to a digital scanner system by working with Square One, decreasing the labor by half and still preserving inventory accuracy.
- Managed a team of twenty employees with yearly performance reviews communicating areas for improvement and providing positive reinforcement to keep spirits high.
- Generated budgets by cutting publishers who undersell and eliminating underperforming store hours to keep the store in business during the ebook scare.

EDUCATION:

AppAcademy – 2020 – Intensive coding bootcamp with 3% acceptance rate

New York University – *MFA Game Design*

Eastern Washington University – *BFA English Literature*