

Professional Experience

Activision Blizzard - Raven Software	Software Engineer	Feb 2018 - Present
	Associate Software Engineer	May 2016 - Feb 2018
	Software Engineer Intern	Summer 2015

Worked on gameplay engineering teams across all CoD pillars & engines. [SP, MP, Co-op] (C/C++, C-like scripting)

Tasks often fluctuated between feature architecture / ownership, optimization, and game design.

Earned a Top Performer rating every year at Raven. Raven's chosen accessibility advocate.

Certain accomplishments highlighted below, not an exhaustive list.

Call of Duty Warzone, Call of Duty Modern Warfare (2019)

- Led a small team to design, architect, and implement a new Ping system in WZ that was ported to MW.
- Worked with designers and data teams across ATVI on analytics instrumentation and design.

Call of Duty Black Ops III, Unannounced AAA Title

- Worked alongside other studios to implement core features for BO4 MP as well as an unreleased SP project.
- Engineering POC for player mechanics and movement on unannounced project. Created Swimming Prototype.

Call of Duty Online

- Worked with small team (US and China) to create fresh modes; Port modes/features from previous titles.
- Developed an in-game automated testing tool to assist designers and map builders on CoD's first Battle Royale.
- Designed & Implemented player ranking system. Used live metrics to tune in-game reward/lootbox distribution.

Misc. Activision (ATVI)

- Accessibility advocate. CAPXP certified from The AbleGamers Charity.
- Led a small multidisciplinary team in ATVI-wide innovation competition. Pitched to Execs, Studio Heads, etc.
 - Out of ~40 teams, only team to reach final round twice. 2018: Business Pitch. 2019: Creative Pitch (Game Pitch).
- University Relations: Intern mentor; Onsite recruiting at schools across the country.

Flippfly Games	Contract Engineer	Spring 2016
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- Worked with Flippfly to port a prototype of popular indie title Race The Sun to AppleTV. (tvOS, Unity3D, C#)

Amazon.com - Amazon Web Services	Software Intern	Summer 2014
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- Architected a "big data"-scale metadata gathering and extraction service. (Java, Python, Bash, Javascript)
- Improved data accuracy by up to 300%; Resulted in vastly improved data quality and customer experience.

Mobile Learning Incubator	Software Intern	Summer 2013
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- Open source iOS plant identification platform from scratch; Deployed to groups of ~100 students. (Objective-C)
- Standalone open source iOS audio cropping tool from scratch. Integrated within larger platform.

Selected Personal Games & Projects

Monologue@Trainjam	2015
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- Typing game with dynamic phrase generation. Built on a 3-day train from Chicago to San Francisco. (html5/js)
- Featured at Game Developers Conference (GDC), Gamejolt, Offworld, and Vsauce3. Currently has >100k Plays.

Interactive Dance Environment@Boilermake	2014
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- Award-winning hands-free "dance-to-code" programming IDE; (C#, Unity3D, Kinect and Leap Motion APIs)

Formal Education

University of Wisconsin - Madison

2016

- **Majors:** Computer Sciences & Linguistics
- **Emphasis:** Game Development (Helped create the emphasis)
- **Relevant Coursework:** Data Structures, Machine Organization, Operating Systems, Compilers, Algorithms, Artificial Intelligence, Software Eng., Graphics, Virtual Reality, Game Design, Linear Algebra, Crypto., Info. Security

Community Involvement

The AbleGamers Charity

2020

- Certified Accessible Player Experience Practitioner - (www.accessible.games/apxp)

International Game Developers Association Foundation

2017 - 2018

- GDC Scholars Program Coordinator
- Worked year-round to bring 18 talented students of diverse backgrounds and disciplines to GDC.

Undergraduate Projects Lab (UPL) <https://uw-upl.github.io/about.html>

2012 - 2016

- Coordinator in charge of creating events and facilitating student projects to help foster UW's CS community.
- Hosted numerous 50+ person hackathons, puzzlehunts, technical talks, and department sponsored roundtables.

Badger Game Network (BGN)

2013 - 2016

- Co-founder and overseer of UW - Madison's student organization dedicated to game development.

Honors & Awards

Scholarships and Academics

- 2016: UW - Madison Computer Science Department: 'Gold Brick' award for "unsung but critical tasks"
- 2015: International Game Developers Association (IGDA) GDC Scholarship:
1 of 18 scholars (out of hundreds) selected to attend the largest Developers Conference (GDC).
- 2015: UW - Madison: Dean's List

Hackathons

- 2014: BoilerMake @ Purdue: 2nd place overall out of 400+ hackers.
- 2013: hackMIT @ MIT: 'Best use of Weather Underground' & Boston Globe newspaper feature.
- 2012: facebook Hackathon @ UW - Madison: Honorable mention (Best Game).

Other Competitions

- 2014: NEST Software Competition @ UW - Madison: 2nd place overall & Wisconsin Idea Award
- 2013: Google Games Chicago: 3rd place overall & 1st place in puzzles; Youngest team to compete.
- 2013: NEST Software Competition @ UW - Madison: Winner of Wisconsin Idea Award

Things that excite me:

- Gardening • Outreach • Animals Wearing Hats • Lego • Linguistics • Puzzles • Accessibility • Inclusivity •
 - Cognitive Science • Music/Raves • Interactive Narrative • Language Acquisition •  •  •  •  •
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