

Professional Experience

Flippfly Games	Contract Programmer	2016
• Unannounced Unity3D projects with the new tvOS platform for AppleTV.		
Activision Blizzard - Raven Software	SDE Intern	Summer 2015
• Call of Duty Online Major Mode Gameplay Team; Polished existing game modes and prototyped new ones.		
• Owned an engine internal tool to visualize weapon attachments. (C++)		
• Optimized game critical systems and ported features from previous projects. (C++, C-like scripting)		
• Developed a variant of the most popular PVE game mode . (C-like scripting)		
Amazon.com - Amazon Web Services	SDE Intern	Summer 2014
• Architected a “ big data ” scale metadata gathering and extraction service. (Java, Python, Bash, Javascript)		
• Built a pipeline to gather millions of webpages, train, and tune datasets for machine learning analysis.		
• 58% more accurate in some localizations; Overall 4% more accurate than leading competitors.		
Mobile Learning Incubator	Game Dev. Intern	Summer 2013
• Open source iOS plant identification platform ; Deployed to groups of ~100 students. (Objective-C)		
• Open source iOS audio cropper tool ; Integrated into existing Augmented Reality Game codebase. (Objective-C)		

Selected Games&Projects

Monologue@Trainjam	2015
• Typing game in html5/js with dynamic phrase generation ; Built on a train ride from Chi to San Fran.	
• Featured at GDC, Gamejolt, Offworld, and Vsauce3. <u>>90k Plays</u> . gamejolt.com/games/monologue/56005	
Interactive Dance Environment@BoilerMake	2014
• Award-winning hands-free “dance-to-code” programming IDE; C# and Unity3D, Kinect and Leap Motion APIs.	
Minecraft Mod: RPG, Farming, & Pizza	2014
• Decompiled engine source and used Java/ForgeAPI to hack in gameplay features.	
Mosh Ball: Computer Graphics Project	2013
• Arena ball game made with a partner using C++, OpenGL, and Box2d for Physics.	
• Gooch Shaders, Perlin Noise Shaders, Dynamic Shadows.	
Pacemaker@Global Game Jam	2013
• Rhythm/runner game; With another, made our engine and level creation tool in html5/js.	
• Personally created a dynamic audio system in web.	

Formal Education

University of Wisconsin-Madison 2016

Majors: Computer Science & Linguistics **Certificate:** Game Development (First one ever!)

Relevant Coursework: Data Structures, Machine Organization, Operating Systems, Compilers, Algorithms, Artificial Intelligence, Software Eng., Graphics, Virtual Reality, Game Design, Linear Algebra, Crypto., Info. Security

Honors&Activities

International Game Dev. Assoc.	UW NEST Competition 2014	BoilerMake 2014
• IGDA GDC Scholar 2015	• 2nd place & Wisconsin Idea Award	• 2nd place (400+ hackers)
Badger Game Network	UW NEST Competition 2013	hackMIT 2013
• Founder/Overseer	• Wisconsin Idea Award	• Featured in Boston Globe
Undergrad Projects Lab	Google Games Chicago 2013	UW Facebook Hack 2012
• Coordinator; http://upl.cs.wisc.edu	• 3rd overall - 1st in puzzles	• Honorable Mention - Best Game

Languages&Skills

- Java • Go • Objective-C/iOS • C • C++ • Python • C# • Javascript • Unity3D • Mips/x86 asm • OpenGL •
- git • Perforce • Bash • Windows/OS X/Linux • Photoshop • Arduino • Blender • Project Euler • German •