

## Summary

Motivated and dynamic gameplay programmer experienced with Unity and VR development. Proven leader, enjoys collaborating with multitalented groups. Recognized for being versatile, open-minded, and delivering high-quality results. Seeking challenging work with a company that values teamwork and personal growth.

## EXPERIENCE

### **BLIZZARD ENTERTAINMENT | *Software Engineer Intern*** **06/2017 – 09/2017**

Developed a rich single-page web application from the ground up using React with Node.js.

- ◆ Solved, using WebGL and object pooling, a limiting frame rate issue prior engineers had faced.
- ◆ Learned and applied Javascript with CSS to execute detailed UX designs and animations.
- ◆ Enhanced the project by developing a new feature, outside the initial scope, during a hackathon; an interactive 3D globe visualization that renders large amounts of live data from websockets.
- ◆ Participated in and contributed to code review, sprint planning, and stakeholder meetings.
- ◆ Collaborated directly with designers, program managers, and fellow engineers in an Agile/Scrum environment, utilizing JIRA to coordinate tasks, Jenkins for CI/CD, and Github for code reviews.

### **GOOGLE APPLIED CS PROGRAM | *Student Programmer*** **04/2016 – 06/2016**

Selected to participate in a pilot program that reinforces concepts from data structures and algorithms, as well as artificial intelligence, via practical app development on the Android mobile platform.

- ◆ Implemented, with Java, various games featuring custom UI and heuristic AI opponents.
- ◆ Created a procedurally generated maze game, which included optional A\* pathfinding.

## PROJECTS & AWARDS

### **Red Dwarf | *Independent Project*** **06/2017**

Implemented, with Unity and C#, the player controls, UI, AI, and weapon mechanics for a VR space shooter roguelike game; players control a spaceship using VR-emulated flightstick controls.

### **Elemental Fury | *3<sup>rd</sup> Place Overall – BeachHacks*** (vs. 38 competing projects) **04/2017**

Implemented, with Unity and C#, the network, player controls, and spell mechanics for a VR networked multiplayer game; players use hand motions to control elemental powers and defeat their opponents.

### **Battle of the Bards | *2<sup>nd</sup> Place Overall – HackPoly*** (vs. 71 competing projects) **02/2017**

Implemented, with Unity and C#, the UI, sound, and spell mechanics for a turn-based rhythm/RPG game system; players control a RPG party and cast spells from cards by playing rhythm segments.

## LEADERSHIP

### **Student Game Developer Alliance | *Founder, Committee Chair*** **02/2017 - Present**

Founded a new state-wide organization joining student game development clubs from 9 universities, spearheading the largest student-organized game development summit ever with over 200 students and industry professionals attending to learn about various professions within the game industry.

### **Cal Poly Pomona Game Design & Development Club | *President*** **03/2016 – 06/2017**

Lead a new student club focused on inspiring and facilitating video game design and development, mentoring 60+ members and coordinating teams of multidisciplinary students to develop games.

## TECHNICAL SKILLS

**Languages: (4+ years)** C# ◆ Java ◆ C++    **(2 years)** JavaScript ◆ Python ◆ Lua ◆ HTML/CSS

**Tools:** Unity ◆ Unreal ◆ OpenGL ◆ GIT ◆ Visual Studio ◆ Eclipse ◆ Android Studio ◆ Jenkins ◆ JIRA

**Key Concepts:** Game Development ◆ Data Structures & Algorithms ◆ Object-Oriented Programming ◆ Agile Development ◆ Computer Graphics ◆ Computer Networks ◆ Artificial Intelligence ◆ Linear Algebra

## EDUCATION

**Bachelor of Science, Computer Science**  
California State Polytechnic University, Pomona, CA

**Cum Laude**  
(Graduation: December 2017)