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| (585) 309-3015 | kms2096@g.rit.edu | <https://kms2096.github.io/ks-portfolio/> |

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| Skills & Abilities | Programming: C# (3 yrs.), C (1 yr.), C++ (2 yrs.), Python (0.5 yr.), Java (1 yr.), HLSL (1 yr.), JavaScript (1 yr.), HTML (1 yr.), CSS (1 yr.), Blueprints proficiency (1.5 yr.)  Game Engines: Unity (3 yrs.), Unreal Engine 4/5 (1.5 yrs.), MonoGame (0.5 yr.), Godot (0.5 yr.)  Software: Perforce, Jira, Confluence, Slack, Maya, \*NIX, Adobe Suite |
| Education | rochester institute of technology, rochester, ny - b.s. Game Design and development Certificate: Leading High Performance Teams Certificate |
| Work History | Student researcher, Rochester, ny January 2024 – Present   * Assisted in building an AI framework for interactive story experience management * Designed and built a Python parser for PDDL files  something wicked games, Rockville, MD June 2023 – August 2023   * Worked on a large team communicating using Perforce, Jira, Confluence, and Slack * Utilized Unreal Engine 5 and employed a combination of C++, blueprints, and UMG to create widgets * Provided gameplay demonstrations, recordings and write ups of glitches, and feedback to other developers |
| Projects | [directx rendering engine](https://kms2096.github.io/ks-portfolio/gamepages/GraphicsEngine.html) – Visual Studio August 2023 – December 2023   * Built a DirectX rendering engine using Win32 API, HLSL, and C++ capable of 2D and 3D graphics * Implemented GUI, multiple cameras, a lighting system, and textures * Added skybox generation, normal and shadow mapping capabilities  [high noon](https://kms2096.github.io/ks-portfolio/gamepages/HighNoon.html) – Unity September 2022 - October 2022   * Solo project with custom physics and collision system utilizing Unity's canvas, animation, and new input system * Encountered and solved physics and collision bugs employing Visual Studio breakpoints |