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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++, C, C#, Python, HLSL, Java, JavaScript, HTML, CSS, Blueprints proficiency  Game Engines: Proprietary Diablo IV Engine, Unity, Unreal Engine 4/5, MonoGame, Godot  Software: Perforce, Jira, Confluence, Slack, \*NIX, Adobe Suite |
| Education | rochester institute of technology, rochester, ny - b.s. Game Design and development |
| Work History | activision Blizzard, Albany, ny June 2024 – Present   * Worked on engine team to create new and upgrade existing UI features used in Diablo IV’s engine utilizing C++ * Created technical documentation for new features * Worked with designers to add support for new design elements  Student researcher, Rochester, ny January 2024 – May 2024   * Assisted in building an AI framework for interactive story experience management * Designed and built Python parsers for PDDL files containing nested objects  something wicked games, remote June 2023 – August 2023   * Worked on a large remote team using Perforce, Jira, and Confluence * 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++ * Implemented GUI, multiple cameras, a lighting system, normal mapping, and textures  [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 |