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Permanent Address
14918 Shirley
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Objective To obtain a full time position as a software engineer.

Education B.S. Computer Science and Engineering Michigan State University
B.A. Telecommunication, Information Studies and Media Expected May, 2009

- Specialization in Game Design and Development
- CSE 335, Software Engineering
- CSE 491, Fundamentals of Game Development
- CSE 472, Computer Graphics
- CSE 471, Media Processing
- TC 445, Digital Game Design
- TC 455, 3D Game Design
- CSE 440, Artificial Intelligence

Skills (X)HTML, CSS, JavaScript, ActionScript (Flash), PHP, C++, C#, .NET, XNA, OpenGL

Experience Research Assistant MIND Lab, Michigan State University
Spring 2008-Current

- Used XNA framework to implement game engine/systems for sexual education game
- Implemented in game system for animation blending
- Developed custom shaders
- Managed logic for camera systems
- Developed installer for current and future projects

Student Programmer BRIC, Michigan State University
Fall 2007-Summer 2008

- Developed server and client side modules for informatics system
- Maintained legacy code
- Implemented designs for upgrades to current systems
- Prototyped and tested new technologies and implementations
- Collaborated with a team to integrate my work with that of many others

Activities Spartasoft, Student Game Development Club

- Active member of club for three years
- Held Public Relations and Secretary offices
- Led multiple teams of varying skill levels through several extracurricular game projects

Misc. Interests

- Learning about/trying new technologies
- Working on personal projects
- Modern fiction and new media