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| Objective | To advance my skills as a software engineer through work on exciting and challenging projects. | | | |  |
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| Education | B.S. Computer Science and Engineering | Michigan State University | | | |
|  | B.A. Telecommunication, Information Studies and Media | | | May, 2009 | |
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| Skills | Advanced Proficiency: C++, Object Oriented Design, Version Control Systems  Intermediate Proficiency: C, C#, Objective-C, Lua, Python, PowerShell, Scrum, HTML, XML, SQL, JSON, NAnt | | | |  |
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| Experience | Game Developer   * Sins of a Solar Empire: Diplomacy (Win32), Sins of a Solar Empire: Rebellion (Win32)   + Added new game play systems to large existing codebase   + Developed and maintained release and deployment scripts and tools   + Updated .NET based server backend   + Integrated Steam account system into existing multiplayer infrastructure * Unannounced Project (iOS)   + Developed game play systems from the ground up using the open source Cocos2d-x game engine   + Responsible for UI widget development, heavy code refactoring, and performance optimization * Elemental War of Magic (Win32), Elemental Fallen Enchantress (Win32), The Political Machine 2012 (Win32)   + Facebook integration   + Steamworks integration   + Miscellaneous game play system additions and improvements to decade old codebase * Used a variety of languages and technology * Helped institute hiring reform and updated development practices | | Stardock Entertainment, Plymouth, Michigan  October 2009 - Present | | |
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| Misc. Interests | * Working on personal projects * Learning new technologies and APIs * Modern fiction and new media | | | |  |