

TECHNICAL SKILLS	Languages	C++, C#, UnrealScript, C, Java, JavaScript, JQuery, HTML, CSS, PHP, Python, BASH, SQL, Lua, Groovy, Objective-C, Scheme, Prolog
	Platforms	Windows, Ubuntu Linux, Mac OS X, Xbox One, Playstation 4
	Software / APIs	Unreal 3/4, Unity (UNET, Raknet, uGUI, IMGUI), Visual Studio, Perforce, Git, SVN, OpenGL, DirectX, MySQL, VIM, Bootstrap, JQuery/UI, Grails, Phaser JS, Eclipse/IBM RAD, G++/GCC, GDB, XCode, Office
GAMES	Paladins – Unreal Engine 3 – Hero Shooter / Overwatch Competitor <i>Associate Software Engineer</i>	May 2016 to Present
	Reload 360 – Unity 5 – Networked First Person Shooter <i>Gameplay and Network Engineer</i> in Team of 13	May 2016
	<ul style="list-style-type: none"> • Networked Multiplayer (UNET) with Dead Reckoning and Lag compensated weapons • Mercator Projection Camera and Wall walking 	
	Troncano – Unreal Engine 4 – 3D First-Person Platformer <i>Lead Engineer</i> in Team of 11	November 2014
	<ul style="list-style-type: none"> • Player could push and pull off of objects in the environment, with gameplay similar to Lunar Lander 	
EDUCATION	No Gamer Left Behind – Unity 4.6 – Platformer with swarm of characters <i>Lead Engineer</i> in Team of 6	November 2014
	<ul style="list-style-type: none"> • Player controls a large number of characters at once, trying to avoid hazards 	
	M.E.A.E., University of Utah Entertainment Arts and Engineering Master Games Studio: Engineer - GPA: 3.9	May 2016
	B.S., Buena Vista University - Computer Science and Management Information Systems - GPA: 3.9	May 2014
	A.A., Iowa Western Community College - General Studies - GPA: 3.9	May 2011
EXPERIENCE	Hirez Studios <i>Associate Software Engineer</i> - Paladins	May 2016 to Present
	<ul style="list-style-type: none"> • Gameplay – Champion kits/abilities (Sha Lin, Grover, Ying), Achievements, Game tips • Xbox One/PS4 Certification - Resolved UI and stability issues for passing certification 	
	University of Utah Lab for Experimental Economics and Finance <i>Unity Developer</i>	December 2014 to August 2015
	<ul style="list-style-type: none"> • Develop games for studying how people solve the Knapsack Problem and the Disposition effect • Games track data about the players and report back to MySQL database backend via PHP 	
	Buena Vista University , Storm Lake, Iowa <i>Academic Assistant</i> for Dr. Nathan Backman	August 2013 to May 2014
	<ul style="list-style-type: none"> • Develop a web app for a Security Contest using JavaScript, HTML5, Websockets (Ratchet) and PHP • Tutor students on Computer Science fundamentals, data structures, and C++ 	
	2fix Help Desk , Storm Lake, Iowa <i>Lead Student Technical Assistant</i> (HP ExpertONE Accredited Platform Specialist)	January 2012 to May 2014
	<ul style="list-style-type: none"> • Manage a group of 12 Student Technical Assistants • Provide hardware and software support in-person and over the telephone 	
UNIVERSITY INVOLVEMENT	Berkley Technology Services , Urbandale, Iowa <i>Intern</i> in Team of 3	May to August 2013
	<ul style="list-style-type: none"> • Created webpages with JSP, JavaScript, and JQuery to match a new design • Created JavaScript-level security for a website 	
	Dean's List, BVU CTF Security Contest, ICPC Programming Contest, ACM Computer Club Vice President, Computer Science Senior of the Year, Humans Vs. Zombies Game Manager/Moderator	