I’m a passionate software developer with a love for all things coding and collaborating.

At 13 years old, I created one of the most popular custom games in the Warcraft III community, *A World Ablaze.* I held multiple beta-test playthroughs throughout development and fostered a community that would provide feedback and generate excitement for the game’s eventual release. The custom game mode garnered over 5,000 downloads over it’s lifetime, a hefty number in a small community of gamers.

At 17 years old, I began creating custom websites for family friends and anyone who wanted to work with an eager upstart kid from Texas to help hone his skills. I created everything from a photography website with a custom RESTful user login system, to a jewelry-selling website using the old-school PayPal API and the cutting edge jQuery JavaScript library.

This passion would lead me to obtain a Bachelor of Science in Computer Science and a Master’s Degree in Interactive Technology from Southern Methodist University. While in graduate school, I served as Lead Programmer on a team of 17 developers creating the virtual reality video game *Mouse Playhouse*, regarded as the best Senior Design project to come out of the program by professors. Our work on *Mouse Playhouse* resulted in our entire grad team being hired by Gearbox Software, a world-class video game development studio, and creating the virtual reality game *Penn & Teller VR.*