

## // EDUCATION

University of California: [Santa Cruz](#)

June 2018

Bachelor of Science in Computer Science: Computer Game Design (GPA: 3.47)

## // ENGINEERING PROJECTS

**Subscription Splitter** | [Lead Developer, front and back-end developer](#)

Leading a web application that provide a platform that allows students (or anyone!) to find other people to split the cost of monthly subscription fees. We want to allow groups to split the cost for services like Netflix, Chegg, Hulu, HBO, etc.

- Using the MEN stack framework to run the website, SCRUM methodology for software engineer principles.

## // GAME DESIGN AND DEVELOPMENT PROJECTS

**Shroommates** | [Unit test coordinator, Level Designer, Programmer](#)

Oct 2017 — present

Developing a stealth-based action game with Unreal Engine.

- Testing and level designing the levels for our game.
- Generalist programmer; programming various game behaviors, mostly state management, world events, and camera.

**Battlegrounds** | [Designer](#)

Feb 2018 — Mar 2018

A board game adaptation of the battle royale genre of recent popular games.

- Collaborated on game mechanics and balancing.

**World Power** | [Designer](#)

Jan 2016

Created a tabletop game focused on providing a satirical look at international politics.

- Collaborated on game balance and rule-making.

## // SKILLS

[Can code proficiently in:](#) Java · JavaScript · HTML5 · CSS3

[Familiar with:](#) C++ · MongoDB · Express.js · Node.js · Bootstrap · Phaser.js · p5.js

## // Applications Software, Tools, & OS

[Can work proficiently with:](#) Unreal Engine · Android Studio · Git

[Familiar with:](#) Loopy, UML, Microsoft VS, Machinations, Heroku, mLab, AWS Cloud 9, Virtual Box, Bash, Atom, Sublime, PuTTY, WinSCP

[Environments familiar with:](#) Windows 10 and Linux(Ubuntu)

## // COURSEWORKS

[Game Design/Development:](#) Foundations of Video Game Design · Game Platforms/Engines Pico-8 · Game Systems · Procedural Content Generation · Visual Communication and Interactive Design · Game Development/Design Experience · Digital Audio · Algorithmic Music · Game Design I II III · History of Digital Games · Video Games/Culture

[Computer Science:](#) Algorithms and Abstract Data Types · Data Structures · Mobile Applications · Web Applications · Linear Algebra · Applied Discrete Mathematics · Computer Systems and Assembly

## // Academic Awards

[Scholarship:](#) Wells Fargo Scholarship (Merit)

Fall 2015-2017

## // Leadership and Professional Affiliations

[Alpha Phi Omega Service Organization](#)

December 2015 – June 2016

[California Dragon Boat Association](#)

- Paddled for Lowell High School Dragon Boat
- Paddling for Santa Cruz Dragon Boat

Fall 2012 – Spring 2014

Fall 2014 – Present