

Contact

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Portfolio upon Request

Languages

Python
Java
C and C++
GLSL
JavaScript
HTML
CSS

Tools

Unreal Engine 4 Maya Autodesk Adobe Creative Cloud Houdini FX Nuke ZBrush

Pipeline

Programming
User Interface
Modeling
Game Design
FX
Texturing
Compositing

- Production Pipelines for both video games and films.
- Experience with industry standard and leading tools.
- Programming in various languages with solid design patterns.
- Graphic and Web design experience.

Work Experience

Producer/Programmer | BYU Computer Science

May 2018 - Present

In charge of keeping the project on schedule and in the right direction, help make design decisions, and help with the implementation. Additional tasks include programming, modeling, and user interface.

Research Assistant | BYU Computer Science

Sep 2017 - Present

Currently doing research to test the effectiveness of video games to motivate people to do tasks they otherwise don't want to do. Two games have been built with endogenous and exogenous reward systems for the experiments.

Graphic Designer/Production | BYU Concessions

Sep 2016 - Present

Worked on signage, menus, maps, labeling, t-shirts, and helped build a consistent brand. Worked production when needed doing every aspect of concessions. Currently do consulting work for big projects.

Education

BS Computer Science: Animation Emphasis

Brigham Young University | Sep 2016 - June 2019 Currently a senior, graduating June 2019. Have built a simple ray-tracer, worked on films and video games, built Android apps, worked on production pipelines, and worked with teams. Also volunteer with Understanding Sexuality, Gender, and Allyship.

BS Computer Science

Brigham Young University - Idaho | Sep 2013 - April 2014 Completed Freshman year here. Took two computer science courses, and excelled in them. Volunteered running the Competetive Sports Swim Program for two semesters.

Volunteer

Full-Time Missionary

Church of Jesus Christ of Latter-Day Saints | Aug 2014 - Aug 2016