

## EDUCATION

Master of Science: Computer Science Focus Artificial Intelligence and Machine Learning  
GPA 3.26  
Drexel University Philadelphia, PA Expected Graduation – 2025

Bachelor of Science: Game Programming and Development  
Southern New Hampshire – Manchester, NH, Sept 2022  
GPA 3.74 Magna Cum Laude,  
President’s List Winter (2021 and 2022) Dean’s List, Fall 2020, Summer 2021

## EXPERIENCE

### Software Developer Internship (June 2024 – Present) Jitsik LLC – Philadelphia P.A

- Optimized simulation setup on Ubuntu 22.04, adjusting initialization script and setting to improve build efficiency and system stability.
- Developed urban map for VR Simulation, enhancing immersive experience through accurate and detailed environmental modeling.

### Game Programmer Internship (June 2023 – June 2024) Warrior Heart Studio LLC – Spring Grove PA.

- Spearheaded the creation of comprehensive system documentation with google drive, establishing clear guidelines for future development phases.
- Conceptualize and document core character mechanics by using pseudo code, laying the groundwork for gameplay elements.
- Led the blueprinting process for interactive components, developing a modular system for gameplay puzzle integration.
- Identified and documented potential system challenges, offering preemptive solutions to streamline future development efforts.

### Machine Learning Engineer Internship (Dec 2023 – April 2024) Future State University – San Francisco, CA.

- Collaborated in establishing an efficient connection between Unreal Engine and OpenAI enabling the development of an interactive Non-Player Character (NPC).
- Collaborated weekly to review completed tasks and strategize next steps for the product launch, enhancing team alignment and project momentum.
- Configured multiple assistants in OpenAI to initiate and manage NPC, creating effective communication using Whisper Model and ChatGPT4 model inside Unreal Engine.

## PROJECTS

### Digital Twin

Jitsik LLC – Philadelphia, P.A

- Designed road and traffic systems using Roadrunner to create realistic traffic simulations.
- Tested vehicle behavior and interaction in CARLA Simulation for accurate performance analysis.

## TECHNICAL SKILLS

### Programming Language

- Python
- C++
- Java

### Version Control

- GitHub
- Jira
- Perforce

### Editors

- Mathlab
- Pycharm

### AI tools

- OpenAI GPT
- Hugging Faces
- Grammarly

## CONFERENCE

Carnegie Mellon University (CMU)  
21 Safety Road Nov 2024  
VR Demonstration  
Digital Twin

## CERTIFICATES

Python Basic  
(June 2023)

Gaming QA: Basic of Testing Games  
Udemy  
(March 2023)

The Psychology of game – Secret of Good Game Desing  
Udemy  
(March 2023)

## LEADERSHIP

The National Society of Leadership and Success (NSLS)  
(September 2023 - Present)

## MEMBERSHIPS

International Game Design Association  
(January 2021 - present)

Baltimore Indie GameDevs  
(November 2022 - present)

## RELEVANT COURSEWORK

- Intro Artificial Intelligence
- Computer Basic
- Application of Machine Learning
- Data Structure and Algorithms
- Applied Artificial Intelligence
- Machine Learning