

Fields: Software Engineering, Game Development, Web Development **Techs:** Unity, Javascript, Node, Rust, C#, Python, Bash, React, Git, Docker, HTML/CSS, Linux

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Personal Projects

Kiko NES - Rust

An accurate Nintendo/Famicom emulator

fdl-rs - Rust

A parser for the File Description Language (FDL) format

Murkle.js - Javascript

A functional Merkle tree implementation for the web

Experience

Freelance Game Developer - self-employed

2020 - present

- · Gather requirements and assist in development of a Game Design Document
- · Develop vertical slices using Unity for demonstration to stakeholders and publishers
- · Design and implement required components for new features

Software Developer - SAIC

2019 - 2020

- · Develop React-based front-end client for network traffic analysis tool
- · Assist development with Redis-based graph database
- · Provide biweekly deliverables in Scrum environment

Software Engineer - SAIC

2016 - 2019

- \cdot Develop, deploy, and maintain decentralized, scalable, high availability communication system using Docker, AWS, and Google Cloud
- · Design and implement web interface and API using Javascript/Node and Express
- · Research and develop new transport methods to ensure system resiliency

System Engineer - SAIC

2015 - 2016

- · Maintain Perl-based business automation and workflow web application
- \cdot Lead effort to incrementally replace legacy system with a Rails-based solution
- · Utilize and create plugins for Trac to record work, track issues, and host technical documentation

System Administrator - GDIT

2014 - 2015

- · Administered high availability UNIX and Linux-based messaging network
- · Supervised and trained 24/7 network operators
- · Develop tools for system administrators and operators using Javascript, Python, and HTML

Education

Bachelor of Computer Science - Baker College Online

2012 - 2016

- \cdot Game development with Unity, XNA, and SDL Graduated summa cum laude with 3.92 GPA
- · President's List, Dean's List