

Experience

Senior Unity Engineer at Aquifer Inventions (February 2022 - Current)

- Tools, graphics, and animation programming in C# using Unity

Engineer at Boss Fight Entertainment (February 2020 - February 2022)

- Shader pipeline experimentation for an C++ / Vulkan unannounced android project
- Shipped 2 live service games
- Gameplay and tools programming in C# using Unity

Engineer at Playful Studios (May 2018 - August 2018 [intern], February 2019 - January 2020)

- Shipped "New Super Lucky's Tale" on Nintendo Switch, started work on an unannounced project
- Programmed in C#, C++, Ruby, and Python
- Gameplay, tools, graphics, optimization, and platform specific programming

Software Engineer at LIVE Lab (May 2017 - May 2018, August 2018 - Dec 2018)

- Shipped 2 games
- Gameplay and editor tools programming

Projects

Aquifer (Unity; 2020-)

- Worked on a live service animation product with constantly evolving needs
- Built a backend API in Node.js for tracking orders and turning template scripts into loadable save files
- Built a pose-based procedural animation system

Kingdom Boss (Unity; 2020)

- Implemented features while being mindful of client-server simulation
- Extended a scriptable component system for abilities behavior
- Extended in-house scripting language to support macros and compile time constant expressions

My Vegas Bingo (Unity; 2020)

- Helped with "Clubs" social feature, porting over and hooking up tech from a shared tech stack

New Super Lucky's Tale (Unity; 2019)

- Native plugin development using C++ for HD rumble (Nintendo Switch) and native render buffer management
- Ensured game complied with all of Nintendo Switch cert guidelines and worked on overall game stability
- Converted all existing dialogue to a new dialogue system, wrote adapters to make it smooth as possible

Arté: Hemut (Unity; 2018)

- Ported and upgraded dialogue editor created for "Arté: Lumiere", as well as general gameplay programming

Arté: Lumiere (Unity; 2018)

- Created a dialogue system that additionally supported triggering executable logic

Education

BS in Computer Science from Texas A&M University

- Data Structures, Graphics, Parallel Computing, Cloud Computing, Linear Algebra, Discrete Mathematics

Skills

C# (7 years), C++ (9 years), Unity Engine, Unreal Engine 4, Unity Shaderlab, Vulkan, GLSL, HLSL, Unreal Material Editor, Git, Perforce, OpenGL, Parallel Algorithms/GPGPU, Python, Plastic SCM, JavaScript/Node.js, Go, Redis