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Summary

Passionate and skilled Full-Stack Developer with 9 years of experience, now focused on transitioning into a Video Game Programmer role. Strong background in programming with JavaScript, C#, and Python, combined with a deep love for video games and game mechanics. Adept at designing and implementing interactive and dynamic features. Excited to leverage my technical skills and problem-solving abilities to contribute to innovative gameplay solutions.

Skills

- Programming Languages: C# Python, JavaScript (Node.js), Java
- Game Development Frameworks & Libraries: Unity and GameMaker
- Tools & Technologies: Git, SQL, REST APIs, AWS
- Development Practices: Agile methodologies, CI/CD, Unit Testing, Game Mechanics Design

Experience

Pharmaceutical Data Services | Hamden, CT **Web Developer** 08/2014 - 03/2024

- Led the development of more than a dozen web-based applications using JavaScript, PHP, CSS, and HTML, contributing to a 30% increase in operational efficiency.
- Designed and implemented intuitive user interface and data visualization forms, improving usability and data accessibility for end-users.
- **Optimized existing code** and performed refactoring to enhance performance and maintainability.
- Collaborated with cross-functional teams, including UX/UI designers and project managers, to deliver features and updates on time and within scope.
- Troubleshooted and resolved bugs and issues, ensuring high-quality and reliable application performance.

Game Development Projects

- Unity Project: Developed a prototype for an RPG, focusing on gameplay systems including combat, player progression, and randomized elements.
- Sims 4 Mods: Modified existing gameplay elements and created new gameplay modifications by editing Python files and using modding software.
- **GameMaker:** Created several small prototypes including a PacMan clone.

Education and Training

University of New Haven | West Haven, CT Bachelor of Science in Computer Science 2010-2014