

## Skills

**Scripting/Programming:** C#, C++, Java, Actionscript 3.0, Mel *Familiar with:* Javascript, HTML5, Objective-C

**Software:** Visual Studio 2013 & 2012, Maya 2015, Photoshop CS5, Xcode 5

**Engines:** Unity 4.0, Unreal Development Kit 3 *Familiar with:* Unreal Engine 4.8, Cryengine 3.5

## Selected Projects

**Atomic Workshop** (September 2014 – December 2014), Team of 3

**Programmer/Game Designer**

- Designed and programmed main gameplay for a prototype game to teach children basic chemistry using an Apple iPad.
- The main focus of the game is to help students relate chemical compounds in game to things within their home.

**Spectral Robot Task Force** (January 2014 – December 2014), Team of 14

**Level Designer**

- Paper prototype levels in Photoshop and then block them out using assets in Maya for implementation into game.
- Helped with certain design decisions dealing with balancing combat. Focused on shifting combat all around the map instead of a single area by strategically placing spawn points.
- Asynchronous multiplayer RPG strategy game with a humorous setting like Robots vs. Werewolves.

**QuickSilver** (October 2013 –December 2013), Team of 6

**Level Designer**

- Primarily created a block out of the level in Maya then used environmental assets to create final version in Unity after design was approved by the rest of the team. Focused on fluid movement from one area of level to another.
- Game of tag with parkour elements made in Unity.

**Four Guns** (March-May 2012), Team of 6

**Programmer/Level Designer**

- Created level editor in C# with XNA to work with Windows Forms to accelerate workflow for making levels.
- Cooperative, top-down shooter created using C# with XNA.

## Experience

### ***The Strong National Museum of Play, Rochester, NY***

**ICHEG Video Capture Coordinator** (June 2016- July 2016)

- Coordinated the capturing of gameplay video by ICHEG Video Capturers from a massively multiplayer online game for AAA studio.
- Also provided training when needed.

**ICHEG Digital Game and Media Preservation Intern** (February 2015- May 2015; April 2016-June 2016):

- Tested, played, and captured video of computer, console, arcade, and dedicated handheld electronic games.
- Focused on analyzing the game to isolate core gameplay mechanics and game design that define that game, then located and captured video that emphasized as many as possible.
- Contributed to World Video Game Hall of Fame and Academy of Interactive Arts & Sciences Exhibit by acquiring video capture assets.

### ***Passaic Board of Education, Passaic, NJ***

**Technician** (May 2013 – December 2014):

- Programmed scripts to help with tasks such as help tickets for the IT department.
- Assisted teachers and other faculty with technical problems and learning software.
- Worked on major project where I had to learn and use a new redistricting program and then teach it to the rest of the technicians.

## Education

**Rochester Institute of Technology, Rochester, NY**

Graduated 2016

Bachelor of Science in Game Design and Development

Concentration in Japanese

## Activities

**Global Game Jam 2013**

- Worked in a group of three to submit a game based on the heartbeat theme for that year.
- Focused on level design and sound for the team for a 2D platformer.