

Profile

I am a competent and reliable simulation specialist with 15+ years' experience using games for training and education in the military domain. I am eager to contribute my experience and skills to a group of professionals dedicated to developing teams and individuals to meet their full potential.

Skills

- Game Development and Testing
- Game Content Creation
- Hardware and Software Configuration
- Competent
- Reliable
- Professional

**Operations Officer
Sep 2014 – Present**

Organization for Security & Cooperation in Europe/PAE, Odessa, Ukraine

- Standardized team operations by applying military planning methods which improved the team's coordination and efficiency during operations.
- Planned and supervised the execution of four "2nd of May" patrols.
- Effectively managed a team of 21 individual personalities ensuring a peaceful work environment.

**Curriculum Developer
Aug 2013 - Sep 2014**

Odessa Military Academy, Alion Science and Technology, Odessa, Ukraine

- Advised the Commandant on the best way to integrate our NATO program into the 2015 academic year curriculum.
- Designed and taught a program of instruction to 2nd, 3rd, and 4th-year cadets, furthering their understanding of NATO offensive and defensive operations.
- Improved the cadet's ability to make decisions and solve problems by implementing the "Follow Me" software into their program of instruction.

**Embedded Police Mentor
Jun 2011 – Jul 2013**

DynCorp International, Khowst Province, Afghanistan

- Mentored a special unit of 10 Afghan patrolmen tasked with augmenting coalition forces and securing FOB Salerno.
- Developed and taught a one-week induction program to my ten-man police unit, improving their ability to operate with their US Army partners.
- Participated in over 75 mounted and dismounted combat patrols with the US Army while advising the Afghan police.

**West Point Simulations
Center Manager
Aug 2004 – Jun 2011**

Department of Military Instruction, West Point, NY

- Integrated Virtual Battlespace 2 into cadet basic training, providing over 1000 cadets an opportunity to practice squad fire and movement techniques before going to the field.
- Implemented Virtual Battlespace 2 into the Summer Leadership Seminar, providing future cadets an opportunity to experience simulations training at the academy.
- Taught thousands of cadets to use Virtual Battlespace 2 in support of the military science curriculum, cadet basic training, and other special events.
- Approved beta test site for Virtual Battlespace 2.

Education

- Central Texas College, General Studies, 1989
- Guam Community College, Technical Electronics – 1981

References

Available upon request.