resume.md

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About

I'm a programmer and game designer. Sometimes I like working on low level high performance code and sometimes I like working at a high level code that just makes a game work. I am primarily interested in "traditional" PC/console gaming and virtual reality.

Huh that's weird, who puts their resume in a markdown file?

This is a reasonable question. I don't like resumes very much and I definitely don't enjoy the process of making them. A resume should simply be a list of accomplishments and qualifications collected and organized neatly and Markdown with its ability to easily make bulleted lists of text fits the bill nicely.

But wait this is in a .pdf! You're a big fat PHONY!

Many services that accept resumes and pass them on have a limited list of extensions that they'll accept because apparently we still haven't moved on from that convention; so yes it's exported to a pdf.

Work Experience

- **Gameplay & Prototyping Engineer** - *ToyTalk/Pullstring Inc.*, 11/2015 - 7/2016
  - Shipped several game demos to pitch to investors/publishers pulling in assets from multiple art disciplines.
  - Prototyped many gameplay mechanics in Unity exploring possible use of conversation as a game mechanic.
  - Built reasonable framework for rapidly iterating on ideas while maintaining some code sanity.
  - Worked with writers on architecting narrative that informs gameplay and vice versa.
- **Software Engineer** - *Linden Lab*, 08/2014 - 10/2015
  - Part of a team building a custom next generation MMO game engine with focus on supporting user generated content in VR.
  - Designed and built foundational structures for efficient operations on potentially large and unwieldy user generated content.
  - Worked on high performance code with heavy emphasis on data-oriented design and cache locality.
  - Created abstractions for dealing with wide range of input devices across wide platform spectrum from mobile to VR.
- **Game Developer** - *Quark Games*, 05/2014 - 08/2014
  - Built external library that controlled all game logic. Could be consumed by the client (Unity3D)

or the server (Elixir shenanigans creating Mono instances).
  ○ Used library to create two social/mobile clash of clans clones.
- **Software Engineer** - *Hammer & Chisel*, 04/2013 - 04/2014
  ○ Shipped *Fates Forever* a MOBA for iPad built in Unity3D.
  ○ Created systems to support wide range of abilities and character traits.
  ○ Using character systems built most of the characters and their abilities in the game.
  ○ Built most of the game UI with NGUI.
- **Software Engineer** - *Gree Intl. Inc.*, 07/2012 - 04/2013
  ○ Shipped Jackpot Slots for iOS.
  ○ Learned how to lose my soul by watching social/mobile gameplay industry constantly cannibalize itself and create games which typically used some sort of exploitative psychology.
- **Undergraduate Research Assistant** - *University of North Carolina at Charlotte* 06/2010-12/2011
  ○ Built data visualization tools for coastal LIDAR data allowing for temporal analysis of coastal erosion.
  ○ Created pipelines for processing large amounts of data for use in real time applications.

Shipped Titles

- **Software Engineer** - *Fates Forever*, iOS, 2014 *Hammer & Chisel*
- **Software Engineer** - *Jackpot Slots*, iOS, 2013 *Gree Intl. Inc.*
- **Programmer, Designer, Producer, Artist** - *XNcAve*, XBL Indie Store, 2009 *Independent*

Technical skills

Languages: C++, C#, C, Lua, Shaders (GLSL/HLSL), Typescript/Javascript, Objective-C, Java, Python, Go, PowerShell, bash **Engines/Frameworks:** Unity3D, LOVE2D, XNA/MonoGame, UE4
Tools: Visual Studio, Sublime Text, coreutils (Unix land), vim, revision control (git, p4, hg, svn)
Non-programming related: Linear Algebra (3D Math), Physics (Classical Mechanics), Game Design, Game Feel

Education

University of North Carolina at Charlotte - *B.S. Computer Science*, 2008-2012