

# Resume

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## EDUCATION

North Carolina State University August 2010 - May 2014 Bachelor's  
Science Computer Science Current GPA: 3.341

## PROGRAMMING EXPERTISE

- Proficient in C++, C#, C, and Java
- Experience in Objective C, Python, Lua, Javascript, Scheme, Elisp
- Developed on Windows, Linux, Android, and iOS platforms

## EXPERIENCE

### Reverie World Studios Inc.

Senior Engine Programmer, May 1, 2011-Present

- Worked on Reverie's Mithrill engine's shadow generation
- Added and exposed engine features for use in the engine's embedded language Lua.
- Factored out bugs in collision rendering and in the game's map editing software.

### Reverie World Studios Inc.

Utilities Programmer, December 28, 2010-May 1, 2011

- Focused on Updater project written in C# which handled file validation, serial key validation, and file retrieval from the server in order to keep game clients up to date.
- Wrote an admin panel for the updater in C#
- Using PHP and SQL, wrote server side operations for the updater

## PROJECTS

### Tbfe Engine

- A 3D game engine
- Engine uses the libraries SDL, OpenGL, Bullet, swig.
- Uses python as an embedded language
- Handles GUI, keyboard input, and rendering
- Game logic handled in Python.
- Written in C++.
- [Tbfe Engine on Github](#)

## ESCAPE Engine

- A game engine for Android OS.
- Focused on extensibility by using various object oriented design patterns
- Implemented a simple tower defense game to demo the engine.
- Worked with a small team of friends using Git for integration.
- [Escape Engine on Github](#)

## BluetoothSMS PC Client

- A PC client for receiving and transmitting SMS texts to an android phone.
  - Uses the wxWidgets library for GUI.
  - Written in C++.
  - [BluetoothSMS PC Client on Github](#)
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