

Experience

Indie Game Developer, Unmodded

2014 — Present

Worked with Oculus SDK and Unreal Engine 4 to explore and prototype various video game ideas for a first person adventure game.

Website Consultant, Designcor

2010 — 2014

Worked closely with print media designers, acting as a web consultant, both with launching (and later managing) their new website, as well as created/updated websites for their existing clients.

Web Developer, Eye1.org

2007 — 2011

Freelance work for local businesses and other design agencies, bringing their print designs (and businesses) to the Internet. Also wrote a content management system (CMS) in Python for clients to easily manage their websites.

Founder/Web Developer, ULost Web Hosting

2003 — 2007

During Highschool I created a successful web hosting startup company. I developed a fully automatic website in PHP, allowing anyone to sign up for affordable web hosting. Hosted over 3000 free accounts and nearly 1000 monthly paid subscriptions.

Education

Milwaukee Area Technical Institute

Information Security — 2004-2006

Pursued a degree in information Security, only to put that on hold, to return to my true passion of web development, and work on my startup full time, ULost Web Hosting.

Accomplishments:

- Dean's List 2005

Skills

Proficient in:

- **Version control software (Git and Subversion)**
- **Programming languages:**
 - Ruby (Including Rails, Sinatra web frameworks)
 - Python (Including Django, Flask web frameworks.)
 - PHP, CakePHP, & various PHP content management systems (Wordpress, Drupal)
 - HTML/HTML5, CSS/CSS3
 - JavaScript libraries including JQuery, AngularJS, and ReactJS
 - Database backends including MySQL and PostgreSQL
- **Graphics/Publishing:**
 - Adobe Photoshop, Illustrator, Lightroom, InDesign
 - Allegorithmic Substance Designer, Substance B2M