

## EDUCATION

University of Washington      2014-2016  
Arizona State University      2016- Present  
Prospective Major:      Computer Science  
GPA:      3.89

## SKILLS

Experienced:      Java, JavaScript, HTML, CSS, Pixel Art, C, C++, GMS, Git  
  
Proficient:      Video Editing, Photo Editing, PHP, XML, JSON, Unity (3D & VR), Maya

## VOLUNTEER EXPERIENCE

### Lead Programmer - Scottsdale Youth Corps

May 2012–Jul 2012 (3 months)

I was given a manual and told to learn a reserved language called Chameleon used for programming traffic cameras. After learning the language, I programmed patterns into the traffic cameras at the Scottsdale Traffic Management. I studied the inner workings of the traffic management system, learning about how the cameras, traffic lights, and road signs operate. I was recognized as the most impactful volunteer of that year's program.

### Guidance Advisor/Provisional Leader- FIRST Robotics

Feb 2013–May 2013 (4 months)

I traveled to the elementary schools around the Scottsdale Unified School District and helped the schools' robotics clubs. I helped to visualize and conceptualize the ideas for their robots that were to be submitted in the FIRST LEGO league competition. This ranged from engineering the design to judging the logic of the software and programming of the bots.

## WORK EXPERIENCE

### Game Development Teaching Assistant

Jun 2018–Jul 2018 (2 months)

I worked with middle and high school students, teaching them the fundamentals of programming and asset creation for game development. For the middle school students, we worked with Game Maker and GML, while the high school students used Unity and C#. Over several weeks, the other assistants and I helped students understand the basic logic and work pipeline that goes into standard game development. Additionally, I helped them navigate asset creation software such as Adobe Photoshop and 3DS Max.

## PROJECT EXPERIENCE

### Weatherman – (Java, Swing)

Weatherman is an interface lets the user gather weather information using Darksky's API. The user could request data based on specific areas to update in real-time, and the overall application fit inside any arbitrary JFrame.

### QuizBuddy – (Java, Swing)

QuizBuddy is an interactive AI that displays behaviors based on inputs regarding the number of questions answered and the percentage of correct questions. It also outputs behaviors and phrases based on the current time of day and weather.

### Lord Praise the Motherland – (Unity, C#)

A Virtual Reality demo in unity where the player moved around an immigration officer's cubicle and interacted with objects by picking them up and throwing them.

### Hero 2 Zero – (Game Maker, GML)

Hero 2 Zero is a game made in two days for Ludum Dare 39. I was responsible for the scripting and worked with two artists. The game is a 2.5D side-scrolling beat'em up.

## OTHER

### 8+ Years Professional Freelance Pixel Art

I worked with a variety of clients in game and web development. While developing skills in art, I learned the intricacies of communication between time zones and language barriers, as well as how to handle discussions around sensitive topics when conversing with clients. I also worked with many different groups, companies and individuals and learned how to adapt to different, existing work environments between development teams.

### Claustrophobia: The Downward Struggle – Daniel Millward

Character and Environmental Artist

Oct 2014 – Dec 2014

Pixel artist for a turn based, top-down, RPG rogue-like; responsible for matching the existing style.

### Vairon's Wrath – Myoubouh Corp

Lead Artist

May 2014 – April 2016

Vairon's Wrath is an action-adventure game with RPG elements released on Steam on May 27, 2016.

UW Dean's List (8 Quarters Winter 2015 – Spring 2016)

ASU Ira A. Fulton Schools of Engineering Dean's List (4 Semesters, Fall 2016 - Spring 2018)