



Languages



- C++
- C#
- JavaScript
- Python
- Java
- HTML / CSS

Software



Visual Studio,
Unity, Git,
Blender, Maya,
Photoshop

School



UC Santa Cruz
B.S. Computer Science:
Computer Game Design

Univ. College Cork
Semester Abroad
in Ireland

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Projects

Flora (PC 3D Adventure Video Game) - **Project Lead**

(September 2016 - June 2017) - *9 Programmers, 3 Musicians, 2 Artists* - playflora.com

- Oversee engineering, plan weekly goals to meet deadlines. Break down tasks and delegate to team members.
- Build material and post process shaders to get vibrant cel shaded style.
- Build core gameplay mechanics like player controller, camera, abilities.
- Design/Create game's webpage and setup website's server.
- Model, rig, and animate the characters for the game.

Picar.io (Web Multiplayer Video Game) - **Programmer**

(December 2016) - *4 Programmers* - picariogame.com

- Build Python server that updates clients.
- Implement spatial hashing optimization to reduce amount of info needed to update each client per tick.
- Implement seamless add/drop player functionality.

High Frequency Trading (Web Based Economics Experiment) - **Programmer**

(January 2016 - December 2016) - *5 Programmers, 3 Econ Professors*

- Build simulated stock market with interactive web page interface for subjects to use.
- Write data visualization module to display market status to subjects.
- Incorporate websockets in clients to communicate with remote market using NASDAQ OUCH protocol.



Positions

Founder - **The Game Bakery**

(December 2016 - June 2017)

- Indie game studio formed in Santa Cruz for the creation of "Flora."
- Interview/Recruit programmers, musicians, and artists.
- Facilitate the flow of ideas between team members, run design meetings and handle cross discipline communication.

Programmer - **LEEPS Economics Lab**

(March 2015 - December 2016)

- Write client side of browser-based economic experiments.
- Mentor two newly hired programmers.