

SKILLS

Languages: C# (6 yrs), C++ (2 yrs), HTML/PHP/CSS (some), OpenGL/GLSL (some), XML/JSON (some)

Software: Unity 2020, Visual Studio, Photoshop, Version Control (GIT, SVN)

EXPERIENCE

Lead Client Programmer

Jun 2018 – Oct 2020

UI Programmer

May 2017 - Oct 2020

uGen World; Redmond, Washington

- Built and maintained UI systems (HUD, menus, tutorials) and gameplay systems (combat, progression).
- Designed and developed user-facing (in-game) level and vehicle creation and sharing tools.
- Managed four client (Unity) engineers and coordinated with backend, art, UX and design teams.
- Implemented various middleware systems including analytics tracking and rewarded ads.
- Supported live game with bi-weekly updates and bugfixes.

Game Programmer Mar 2014 – Dec 2015

WayForward Technologies; Valencia, California

- Released 2 titles: Adventure Time Puzzle Quest, Til Morning's Light
- Client and UI development in Unity and C#; menus and navigation using Unity's UI/canvas system.
- Implemented gameplay features; touch-based combat system, boss patterns, and tutorials.

Gameplay, AI and Tools Programming, Game Design

Aug 2011 - Dec 2013

DigiPen Institute of Technology; Redmond, Washington

- Created behavior tree AI architecture, level creation tools, trigger system and serialization systems.
- Organized production schedules and play-testing sessions to refine gameplay.

AmeriCorps VISTA / Volunteer Manager

Aug 2009 - Aug 2010

NYC Department of Education; New York, NY

Established city-wide initiative to increase volunteerism in NYC public schools.

GAMES

Q.U.I.R.K. uGen Android/iOS F2P Social, Combat, and Building Sandbox Adventure Time Puzzle Quest WayForward Android/iOS Match-Three RPG Til Morning's Light WayForward Android/iOS Third-Person Horror Adventure	Jan 2018 - Oct 2020 Aug 2015 Jan 2015
EDUCATION	
Computer Science Master's Program (completed coursework)	Dec 2013

DigiPen Institute of Technology

May 2009

Bachelor of Science, Computer ScienceBinghamton University, State University of New York