**Education: Rochester Institute of Technology**, Rochester, New York

 Bachelor of Science, Game Design and Development, May 2018

 Minor in History

GPA: 3.56 RIT’s Dean List (Spring 2015- Spring 2018)

**Shipped Titles: Cascade** (Funkitron Inc.)

* Match 3 mobile game for iOS and Android
* Worked on 8 Game Land Level Sets Development Cycles

**Projects: Horus Engine – June 2017 – Present (Sony PS4 Dev Kit/C++/DirectX 11)**

* 3-person project to create a multiplatform game engine using Sony PS4 and DirectX 11
* Implemented platform independence layer for math and graphic systems
* Implemented various engine systems such as game object, asset management, collision system
* Implemented a stack and pool memory allocator for use in engine

**Blackfeather – January 2017 – May 2017 (Unity/C#)**

* Worked as producer, gameplay programmer and level designer on an 8-person team on a 5-month long 2 player platformer racing game
* Programmed pirate and parrot player movement and interaction mechanics along with creation of moving platforms and traps
* Designed and built platformer level layout for the game
* Managed task assignments to team members, managed art team and art pipeline, planned milestone using scrum style development tactics

 **Beta Rangers – November 2016 - December 2016 (Unity/C#)**

* Worked as lead programmer on a 4-person team on a 6-week long 4 player arena battle game
* Programmed basic player mechanic such as movement and basic attack along with special attack mechanics for 2 characters, various gameplay features, game UI, character selection, and game optimizations

**Skills: Programing Languages:** C++, C#, PS4 Console Development, JavaScript, HTML, CSS, Lua

* + - Unity 5/2018, Visual studios 2016/2017, DirectX 11, Open GL, Corona SDK, Adobe Photoshop and Illustrator, GitHub, Microsoft Office, Perforce
		- can handle many responsibilities, good multi-tasker and works well with others

**Experience: R.I.T. Interactive Games and Media Department, Rochester, NY**

**Game Engine Teaching Assistant January 2018 - May 2018**

* Graded and provide feedback on engine assignment and overall game engine design
* Assisted students with questions about assignments or classwork

**Funkitron Inc., Boston, MA**

 **Game Design & Development Intern, June 2016 – August 2016 & June 2017-August 2017**

* Worked with Game Design Team to create new mechanics for game
* Design, balanced, and scripted new levels to be added to new areas in the game
* Supervised design and level construction of a set of levels for game area

**R.I.T. Interactive Games and Media Department, Rochester, NY**

**Lab Assistant, January 2016 – May 2018**

* Assist students with help on classwork
* Supervise, clean and help maintain labs

**Current/Past Activities/Affiliations:**

* Interactive Games and Media Ambassador (August 2017 – May 2018)
* Member of the STARfest Planning Committee and STAR PR Committee for RIT’s sci-fi club (2015-2017)