

Strategic thinker with a big picture mindset, exceptional experience building a variety of games in Unity, and strong technical thinking and coding skills.

Qualifications Summary

- ◆ Visionary professional with the ability to design and map-out game progression from a systems perspective, which is built to enhance player enjoyment, engagement, and retention.
- ◆ Collaborative team player with high emotional intelligence and the capacity to partner with teammates by providing and receiving feedback, honoring the creative contributions of other professionals, and providing clear creative goals focused on established outcomes.
- ◆ Exceptional communicator and change agent with a sharp power of observation and a unique ability to simplify sophisticated issues to make them easily comprehensible for a broader audience; able to develop Artificial Intelligence, enemy behavior, and encounters.
- ◆ Ambitious, high-energy self-starter with a proven ability to plan, prioritize, manage, and work on overall game pacing and balance within a fast-paced, high-profile environment.
- ◆ Engaging individual with a dynamic growth mindset, strong management and people skills, personal values, integrity, and technical knowledge; known to design features, which enable players to connect with each other and foster a community of sharing and virality.
- ◆ Highly effective strategist with the capacity to use creativity to determine the best course of action for the organization as a whole through use of skills that transfer across multiple industries and positions.

Career Experience

Vizmoo

Software Engineer | September 2020 to March 2021

Established solid foundation for success while creating Groove Catcher through use of Unity Engine. Embraced responsibility for coordinating play tests; implemented essential player feedback into game systems.

- ◆ Ensured flawless execution by streamlining existing back-end systems.
- ◆ Generated energy and stability by implementing cross-platform Virtual Reality solutions in C# for release on multiple platforms.

DVNC Tech

Software Development Engineer | September 2019 to March 2020

Created environment for ongoing success while overseeing Superhero-In-Training and Monochrome RPG through use of Unity Engine. Demonstrated leadership and perseverance to drive innovation while overseeing prototype development and ideation for game mechanics and player ability systems.

- ◆ Implemented new features and systems for the game, Monochrome RPG, in close partnership with product managers, artists, and developers.
- ◆ Leveraged experience and functional knowledge to design and implement production-ready iterations of core systems, which included player movement and collision handling.

MindEscape

Game Master | September 2021 to Present

Displayed leadership and communication skills while managing escape rooms; monitored interactions during games between customers with a focus on maintaining an enjoyable experience for all players. Known for retail experience and a commitment to customer relationships and client satisfaction.

- ◆ Employed refined relationship-building skills and collaborative mindset to build meaningful relationships and connect people by enabling players to remain present and creative.

- ◆ Shaped a vibrant, productive environment by designing new training and collaborative environments for new hires to enhance the learning process and advance understanding of puzzles.

UPenn FRES

Lean Processor | September 2018 to March 2019

Exercised detailed analysis and judgment to analyze and process overtime reports; ensured zero unauthorized payments.

- ◆ Contributed to corporate financial health by filing and reporting over \$10K in charitable donations.
- ◆ Demonstrated strong leadership and foresight by facilitating the recruitment, evaluation, and onboarding of over 100 candidates; developed a unique assessment rubric to quantify applicants' experience and capability.

Projects

Cyberduck Collective / Recursion Error

Lead Programmer - Unity Engine | July 2022 to June 2023

Defined direction that catalyzed coordination by developing enemy Artificial Intelligence framework; implemented a custom behavior state machine and Unity Nav-Mesh integration.

- ◆ Rapidly excelled by developing the boiler-plate character movement system, which provided the foundation of the character controller codebase.
- ◆ Exhibited resourcefulness by performing and maintaining in-engine assets integration from the art team and shader team.

Horde / Group 1 Games

Designer, Programmer - Unity Engine | September 2022 to March 2023

Increased effectiveness by developing enemy and ally unit behavioral systems and pathfinding systems.

- ◆ Exhibited exceptional ability to marshal appropriate resources by researching and prototyping a variety of navigation tools and systems to ensure rapid, comprehensive iteration and testing.
- ◆ Harmonized operations by managing source control throughout the development cycle through use of Perforce.

Education

Bachelor of Science in Computer Science | *Game Development Concentration*, June 2023

Drexel University, Philadelphia, PA

Senior Project Showcase Winner, First Place Overall and First Place Gaming | *Drexel University Founder's Scholarship*

Professional Proficiencies

Language:s C# | Python | Java | JavaScript | C | C++ | HTML | CSS | SQL | MIPS | C#

Frameworks and APIs: .NET | Scikit-learn | React | NumPy | Rest API | Express.js

Programs: Unity | GitHub | Unreal Engine | MySQL | Perforce | PuTTY | Vim | Docker | QtSpim

Leadership and Extracurricular Activities

Drexel Game Development Group, Drexel University, 2017 to 2023 | Drexel Squash Team, 2020 to 2023 | Drexel Tennis Team, 2020 to 2023

Community Engagement

Special Olympics Summer Games, Student Volunteer, 2015 to 2016 | *Salvation Army*, Student Volunteer, 2018 to 2019