

Skills

- C/C++
- C# (7+ Years), Java, PHP
- Databases
- Project Management
- Tools and Systems Development
- Web API, MVC, Entity Framework
- Backend and Networking
- Unity (7+ Years)
- Version Control (GIT, P4)

Work Experiences

Senior Unity Developer (Full time) **Boddle Learning** *April 2021– Present*

- Advised and managed engineers on optimal problem solving, art implementation, and design-related features.
- Built developer tools to assist with workflows and configuration and implemented logging solutions.
- Re-engineered the early architecture, reducing game soft locks and improving performance as the game scaled from 80k registered users to over **1.5 million**.
- Prepared web and mobile releases and launched the app on the Google Play Store.
- Participated in building the production process and built original technical documentation for the product.
- Implemented and designed game features that link with an LMS web portal - controlled by parents/teachers.
- Collaborated closely with the CEO, CTO, marketing, designers, artists, engineers, and even end users.

Development Lead/Software Developer (Part time) **The Tribe** *August 2019 – March 2021*

- Built an advanced time-based **dialogue editor** with event visual scripting support. Based on Witcher 2's editor.
- Created tools to manage *all* functionality for the game in an organized place, from level content to character data.
- Managed the team and created documentation for our company, backend, launcher, and game in **Confluence**.
- Assisted in managing the community with over **17,000 members** and generating over **\$12k/month** in funds.

Systems Software Engineer (Intern) **EA Sports Tiburon** *May 2019 – August 2019*

- Implemented **automated testing** for new potentially buggy game features using C++ into Madden.
- Worked on the S.H.I.E.L.D team for the **Madden** team that operated **dev ops** and **automation**.
- Improved various tools and workflows used for **communication** among the entire development team.

Game Programmer (Full time) **Rabid Raccoon Studios** *December 2017 – August 2018*

- Localized and ported games to the **Nintendo Switch** using Unity and ensured Nintendo requirements were met.
- Implemented user interfaces and game modes and juiced the gameplay through visual/audio feedback.
- Wrote Nintendo **Joycon** golf club simulation utilizing **gyroscope** and **accelerometer** technology.

Projects

Cpp Engine – An open-sourced C++ game engine inspired by Unity's component and object-based systems.

- Leverages the **GLFW** library for 2d rendering and input.
- Created a simple flappy bird as an initial project as a primer to C++ before my internship at EA Sports.

Junior League Sports – A 3 in 1 Nintendo Switch sports game featuring Hockey, Basketball, and Soccer.

- Implemented game mode functionality in C# and designed a team editor to upgrade your players.
- Created all the **UI and functionality** and built our game states. Implemented **audio** and improved **feel**.

Cave Brawlers – A 2D hack 'n slash story game with **8,700+** retail activations.

- Created and implemented all game/narrative mechanics, such as dialogue, interactive cutscenes, combat, etc.
- Self-Published and developed for Steam with integration to **Steam Works** (Achievements and Cloud Saving)

Filebase – A Unity editor extension, a storefront for **thousands** of Unity assets, used by **hundreds** of users daily.

- A C# DLL installed into a project that unlocks an in-engine store with advanced download management features.
- Created a **crash handler** and **logging** system to **report** crashes, which has led to the successful fixes of bugs.

Education

Bachelor's in Computer Science | University of Central Florida | Orlando, FL | **May, 2021**

Game Dev Knights Club

Knight Hacks Club

ACM Club

Unity Ambassador at UCF for **Unity Technologies**

October 2019 – May 2021

- Taught **7 workshops** and hosted a Unity sponsored **game jam** for University of Central Florida.