

Education

Rochester Institute of Technology

Rochester, NY

Bachelor of Science (Honors) in Game Design and Development; GPA:3.59

Dean's List - Fall 2013, Spring 2015, Fall 2015, Spring 2016 ————— Graduated May 2016

Graduated in 3 years Cum Laude, completing 2 Full-time paid cooperative education experiences.

Assumed leadership roles in Game Design projects, assisting in organization of project roles and production timelines.

Skills

Development Skills: Agile, User Testing, Documentation

Languages: Swift, C#, C++, Java

Tools: Visual Studio, Unity, Xcode, Unreal Engine 4, Android Studio, Maya, Photoshop

Frameworks: MVC, CloudKit, WinForms, OpenGL, GLSL, GLM, GLFW

Web: HTML, CSS, JavaScript, XML, JSON, PHP

Experience

- **RIT Center for Media Arts Games Interaction and Creativity** May 2016 – August 2016
iOS App Developer Rochester, NY
 - Applied gamification concepts to app designed to assist children with mental conditions personify their condition and employ coping techniques provided by care physicians.
 - Refined UI Layouts from initial prototypes, refactored project files, and created screens maximizing usability.
 - Documented code comprehensively, and created Technical Document
- **Draper Laboratory** June 2015 – August 2015
Student Undergraduate Engineer Cambridge, MA
 - Designed and prototyped Augmented Reality user interface for researching efficient presentation of complex real-time data to soldiers in the field
 - Created two simulations demonstrating the usefulness of UI designs, in both Unreal Engine 4, and Unity via the Oculus Rift and Atheer Air devices
 - Coordinated with IT coworkers and Management to obtain necessary software despite company web limitations
 - Created Technical Documentation for work done during employment, detailing UI Elements of VR and AR prototypes, nontrivial code written to create UI Elements, and final thoughts on benefits and drawbacks of VR and AR devices used during development.
- **Lively** January 2016 – February 2016
Team Hackathon Project *iOS App Challenge*
 - Developed an app for travelers to share their pictures and descriptions with family and friends
 - Conceived and programmed in 4 days for Hackathon at RIT
 - Created iOS and tvOS apps communicating together with Cloudkit
- **Beats Boxing** February 2016 – May 2016
Class Group Project *Casual Game Design*
 - Built an Endless Runner in Unity
 - Worked in Agile development environment, with rapid prototyping and user testing
 - Responsible for Design, UI, and Background Effect

- **Gerrymandering** January 2016 – February 2016
Class Group Project *Casual Game Design*
 - Designed and Built a puzzle game in Unity demonstrating the problems presented by gerrymandering voting districts.
 - Coordinated in Agile development environment culminating with production of MVP
 - Responsible for creating game UI, and identifying solutions to sub-cycle detection.
- **KAPOW!** April 2015-May 2015
Class Group Project *Game Design and Development*
 - Designed and refined a multiplayer tactical strategy game in Unity with comic book superhero theme, using Agile development environment.
 - Designed and Programmed UI, refining design in response to user feedback in weekly prototypes.
- **Pentagram** August 2015 – September 2015
Class Group Project *Game Design and Development*
 - Designed and refined social manipulation card game using Agile development environment, employing rapid prototyping concepts and feedback from user testing to guide development
- **Keystone Computers** June 2013 – August 2013
IT Consultant
 - Diagnosed and repaired computer hardware and software malfunctions.

Achievements and Awards

- **Eagle Scout** March 2006 – March 2013
Award and Extracurricular Activity
 - Achieved *March 2013*; Planned, organized and executed food/item drive for Bethesda Medical Center Fisher House, helping wounded veterans remain with their family during treatment.
- **RIT Honors Program** August 2013 - May 2016
Achievement and Co-Curricular Activity
 - Achieved high academic success, by maintaining high grades and completing additional projects and deliverables above and beyond classroom requirements.
 - Volunteered in school community, assisting in the planning and execution of charity drive and in annual board gaming convention
- **Representative at Game Developer's Conference** March 2016
Achievement
 - Selected as one of 16 undergraduate and graduate students to represent RIT at GDC, the largest professional conference for the games industry.
 - Demonstrated work done at Draper Laboratory to a panel of professors in second stage of selection.
- **RIT Presidential Merit Scholarship** August 2013 - May 2016
Achievement
 - Maintained high academic standards throughout education, receiving \$15,000 scholarship each year of enrollment.
- **Nathaniel Rochester Society Scholarship** August 2013 - May 2016
Achievement
 - Awarded \$2,000 scholarship for achievements in academics and leadership at RIT.
- **Special Forces Scholarship Fund Scholarship** August 2013, August 2015
Achievement
 - Awarded 2 \$1,000 scholarships in 2013 and 2014 for achievements in academics and leadership.