

## Skills

**Development Skills:** Agile, User Testing, Documentation, Scrum

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

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

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

**Web:** HTML, CSS, XML, JSON, PHP, SQL

## Experience

- **Contractor for Electronic Arts Tiburon** May 2020 – Present  
*Associate Game Designer - Contract* Orlando, FL
  - Implemented Vanity outfits for Madden NFL franchise across HD and Mobile
  - Collaborated with QA, Engineering and Art counterparts to deliver key functionality on schedule
- **Tastypill Games** January 2020 – May 2020  
*Mobile Games Engineer* Marietta, GA
  - Managed Game, SDK integration, and Release process for Hypercasual Mobile Games
  - Evaluated, Planned and Executed DevOps transition to improve Build process for internal and external teams
  - Designed, Implemented SDK integrating Ad Platforms, Analytics Services, and custom UI features for development partners
- **United Technologies Climate Controls and Security** November 2016 – January 2020  
*Senior Associate, Mobile and IoT Specialist* Palm Beach Gardens, FL
  - Managed development, support and maintenance of a portfolio of dozens of mobile apps across OS versions, brands, and categories such as thermostat control, service technician, residential and commercial sales
  - Oversaw pilot implementations of DevOps tools and methods for development modernization.
  - Designed and created code prototype for interface improvements for Building Control applications
  - Designed and Developed Program interface to streamline employee onboarding process and directory DB.
- **Gerrymandering** January 2016 – February 2016, October 2017 – Present  
*Class Group Project, Personal 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.
  - After graduation, rewrote cycle detection resulting in ~10x speed improvement and published on App Store.
- **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
- **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

## Education

**Rochester Institute of Technology**  
*Bachelor of Science (Honors) in Game Design and Development*  
GPA - 3.59  
Dean's List - Fall 2013, Spring 2015, Fall 2015, Spring 2016

August 2013 – May 2016