

Experience

- **United Technologies Climate Controls and Security** November 2016 – Present
Senior Associate, Mobile and IoT Specialist Palm Beach Gardens, FL
 - Managed development, support and maintainance 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 Design and Development of new generation mobile apps moving from Kony to React Native Framework, creating white papers for RN.
 - Evaluated new Automated testing options to save company >\$60,000 annually.
 - Oversaw pilot implementations of DevOps tools and methods for development modernization.
 - Designed and created code prototype for interface improvements for Building Control applications
- **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 culimnating 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.
- **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 Tecnical 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.
- **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

Skills

Development Skills: Agile, User Testing, Documentation, Scrum

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, SQL

Education

Rochester Institute of Technology
Bachelor of Science (Honors) in Game Design and Development

August 2013 – May 2016

GPA - 3.59

Dean's List - Fall 2013, Spring 2015, Fall 2015, Spring 2016