

Skills

- C#, C++
- Unity 2D & 3D
- Unreal Engine 4
- Hammer (Source SDK)
- Git, SVN
- Photoshop, Illustrator
- Microsoft Office

Education

Game Design B.S. || Game Programming Minor

Champlain College, Burlington, VT, May 2020

- Dean's List: Fall 2016, Spring 2017, Spring 2019, Fall 2019, Spring 2020. 3.629 GPA
- Principles of Game Design, Interactive Narrative, Game Architecture, Senior Production, Advanced Programming, AI For Games, Level Design II, Applied Ludology, Game Tech II.
- Studied in Montreal, Quebec for the 2019 spring semester.

Leadership Experience

Game Engine and Scripting Tutor

Champlain College, Burlington, VT

September 2019 – May 2020

- Tutoring students in game engines and scripting.
- Tutor for Unity, Unreal Engine 4, Gamemaker Studio 2.

Instructor

iD Tech Camps, Manchester, NH

May 2019- August 2019

- Instructor for campers aged 10-17.
- Taught courses in VR with Unity, Unreal Engine 4, Roblox Studio, Java Coding in Minecraft, and Games with C++.

Production Experience

Saber Astronautics – Colorado Springs, CO

Software Engineer I

September 2021 – Present

- Implemented user-centered features for a Unity-based Space Domain Awareness program for the United States Space Force.
- Assisted in unit test creation and repository management to maintain a stable product workflow.
- Worked as a software engineering intern from September 2020 – March 2021 before full time hire.

Just Golf – College Capstone

August 2019 – May 2020

- Working as Lead Designer on a team of 14 developers.
- One of eight games out of 23 total that passed through project cuts.
- Sports-based action game where players use golf to complete objectives and disrupt their opponents.
- Players are armed with special ability balls that can assist their team.

Descent of Champions – Montréal, QC

Ubisoft Game Lab Competition 2019

January 2019 - May 2019

- Worked as a Systems and Technical Designer on a team of eight developers
- 2000+ total team hours
- Winner of Best Creativity and Integration of the Theme, five other award nominations (including Best Prototype).
- Round based arena brawler with combat-based objectives.
- Incorporated spectators by allowing them to directly affect gameplay systems.
- Mentored by two Ubisoft Montréal developers.