

EDUCATION

Rochester Institute of Technology
Game Design and Development
B.S. & M.S. 2021
Summa Cum Laude | Dean's List 3 Years

SKILLS

PROGRAMMING LANGUAGES: C++, C#, JavaScript, HTML, CSS, Lua, Haxe
GAME ENGINES: Unity, Unreal Engine 5, Monogame, GameMaker, PS4 Devkit, HaxeFlixel

EMPLOYMENT

Aspyr - Knights of the Old Republic Remake

Associate Software Engineer

Austin, TX
Apr. 2022 to Current

- Create and add to combat systems and other core gameplay systems.
- Develop tools for Technical Artists/Designers to use in Unreal Engine 5.
- Make debug features to improve efficiency for Quality Assurance.
- Create and tackle tasks for bugs or features using Jira.
- Partake in both Agile and Waterfall development processes.
- Make C++ code reviews using Smartbear Collaborator.

Funkitron - Cascade

Level Designer/Programmer & Balancer

Newburyport, MA
May 2018 to Current

- * Quality Assurance testing for levels in the mobile game Cascade.
- * Collaboration across design teams and using spreadsheets to keep track of data.
- Plan visual themes and story elements that correlate to level designs.
- Discuss and work with design and code teams to produce levels and fix bugs.
- Make code reviews in Lua and C++ with other level designers to ensure best practices.
- Started on a new web game project, making the code foundation.

PROJECTS

FNF Vs. Retrospecter - Lead Programmer

June 2021 to Dec. 2021

Large Mod Team Project

- Designed and developed a mod for Friday Night Funkin' with over 500,000 views on the download page
- Led a small team of programmers and advised in the art workflow and implementation
- Organized task management for the entire development team
- Modified the game's framework code, improving several systems, tools, and accessibility options
- Fixed bugs rapidly after shipping the mod, resolving any issues from consumer and streamer feedback

X-iled - Programmer & Designer

May 2020 to May 2021

3-person Capstone Graduate Project

- Designed and developed a 2.5D deckbuilder rogue-lite in Unreal Engine 4 using C++
- Had weekly stand-up meetings following an Agile process and task management through ClickUp
- Made a base AI system with a state machine, which was then built into a blackboard system
- Created systems and gameplay features such as movement and abilities using polymorphism

AWARDS

Runner-Up · HERO GAME JAM

Nov. 2017

Nominated as Runner-Up game for the Hero Game Jam at RIT.

2nd Place · RETRO REMAKE GAME JAM

July 2017

Community vote for Second place in the contest.