



## Experience

**Planet3** - Lead Unity3D Engineer, June 2015—Present. An EdTech company focused on science. Worked directly with a team of educators and designers to architect and develop a dynamic, multi-platform Unity client. Lead a team of developers and artists to help streamline the content development pipeline. Contributions over the years include game design, gameplay development, AWS S3 DAM CDN uploading and environment publishing, Chrome App client, NoSQL model design, Backend client localization and offline play, Unity UI design and implementation, multi-platform publishing ( iOS, Android, Chrome Web Store, PC, Mac ), optimize art specs, and LMS design and integration.

**Mimycx** - Contract Unreal Engine 4 Engineer and Designer for Professions Quest, January 2015—June 2015. Team environment creating an interactive MMO for medical students. Built the teacher portal database and front-end. Using blueprints to create gameplay and Unreal Motion Graphics to create the user interface.

**Angel Craze** - Game Consultant for Starliff Games LLC, February 2015—June 2015. Unity3D and design consultant. Advise on scheduling, game mechanics, data storage, programming, and integration for a 2D mobile game.

**SilkASMR** - Contract Engineer for Swooloo LLC, June 2014—April 2015. An ASMR store and advanced audio player. Built a Django/PostgreSQL framework, with an easy to use admin interface, and Unity3D for the user interface. Available on iOS.

**LFCC** - Contract Engineer for Wyvern Interactive LLC, December 2014. Created an interactive quiz for Lord Fairfax Community College library. Used Unity3D as a framework to quiz, save, and send results from students to teacher.

**MARI** - Paid Internship for Carney Labs, May 2014—August 2014. Quality assurance and development for MARI, a life goal aid and tracker. Helped with front and back-end tasks in a Django/PostgreSQL environment.

**Onward** - Contract Unity3D Designer and Engineer for Bruxe Studios, February 2014. Created for The Center for Advancing Correctional Excellence (ACE!) at George Mason to aid probationers by tracking their progress through goals set on their needs and risks. One month development time. Released on Android, PC, and Mac.

**Shell Oil Rig Safety** - Internship for Risk and Strategic Management Corp, September—December 2013. Animated, rendered, and compiled large scenes using Maya and After Effects for use in training simulation videos.

**Jamtech** - Volunteer for Carney Inc, Semi-Annual Event. Teaching students game design techniques, introducing them to Unity3D, and helping them build their design in the engine.

## Education

Northern Virginia Community College

August 2009—December 2013

A.A.S. in Communication Design

A.A.S. in Interactive Design

A.S. in General Studies

George Mason University

January 2013—May 2015

B.F.A. in Computer Game Design

## Experience With

C#, Unity3D, Unreal 4, Python, JavaScript, JSON, HTML, CSS, Git, AWS, SQL, NoSQL, REST, Agile, Rapid Prototyping, Jira, Scrum

## Honors

Cumulative GPA 3.84  
2015 George Mason Academic Excellence