

## Work Experience

### 2019 - 2021 | Junior Software Developer | MorningStar Software

- Full stack web development for client-facing service website
- Used Angular, C# Entity Framework, and T-SQL databases
- Researched and designed modern user-friendly interfaces

### 2018 - 2019 | Game Designer | Texas A&M's LIVE Lab

- Designed educational gameplay mechanics
- Development of rapid prototypes in Unity3D
- Used organizational software including Confluence and Jira to coordinate with project managers, along with Plastic SCM for version control

## Project Experience

### 2018 | ARTé: Hemut -- LIVE Lab game

- Worked QA on various parts of the game
- Developed paper prototypes to demonstrate complex concepts
- Developed an alternative core mechanic using Unity 3D

### 2020 | In-Development Mobile Game (Solo)

- Designer, programmer, and writer of narrative mobile game
- Development logs with progress featured on portfolio website

### 2019 | Online WebGL Game (Solo)

- Designed a 3rd-person story-based game with a 3-week scope for a class
- Developed in Unity 3D and published on my website using WebGL

### 2018 | VR Educational Game -- Degree Capstone Project (Team)

- Designed educational game to teach beginner programming concepts in VR
- Developed in Unity 3D using HTC Vive plugin library

### 2018 | VR Wave-based Shooter -- Chillennium 2018 Award Winner (Team)

- Coordinated a team to create an award-winning game in 48 hours
- Developed in Unity 3D using HTC Vive plugin library
- Designed core mechanics and level layout

## Skills

### Computer Languages:

C#, C++, Javascript, Java, Python

**Software:** Unity 3D, Unreal Engine 4, Adobe Photoshop, Confluence, Jira, Trello, Visual Studio, Microsoft Word / Excel

### Version Control:

Github, Plastic SCM, Perforce

## Volunteer Experience:

### IGDA Student Chapter:

Event Coordination Officer

## Education

### May 2019 | Bachelor of Science in Computer Science

Texas A&M University, College Station

**Minor:** Game Design & Development