

Work Experience

2022 - 2023 | Software Developer | Ezoic

- Front-end web developer for AI video creation software
- Created a media library interface comparable to Wordpress
- Reduced page load times by over 50% after refactoring

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

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

- Designed & developed educational gameplay mechanics in Unity 3D
- Used organizational software including Confluence, Jira, and Plastic SCM

Project Experience

2018 | ARTé: Hemut -- LIVE Lab game

- Worked QA on various parts of the game
- Developed a core mechanic using Unity 3D and paper prototypes

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

Portfolio:

serket.dev

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