

Skills

Languages	C#, C++, Java, Objective-C
Technologies	Unity, UNet, uGUI, NGUI, Steam API, iOS SDK, Android SDK, SQLite, ASP.NET, Azure
Version Control	Perforce, SVN, Git
Platforms	Xbox One, PlayStation 4, PC, iOS, Android, Windows Phone, Xbox 360

Work Experience

Software Engineer - SGN, Culver City, CA. December 2015 - Present

- Developing awesome new experiences for mobile using Unity 3D. Stay tuned!

Software Engineer - (Freelance), Los Angeles, California. March 2014 - December 2015

- Programmed game features, including AI behavior and game modes, and contributed to an NGUI user interface for **Tetris® Ultimate**, a PS4 and Xbox One title in collaboration with Soma Play and Ubisoft.
- Gained expertise in the Unity 3D game engine. Integrated Steam and UPlay APIs with online services.
- Implemented the gameplay systems of a 2D mobile card game using the FlatRedBall game engine.
- Acted as the sole engineer on enterprise iOS application **Pumper RtChex**. Developed code reusable with the corresponding Android app through MVVM design patterns, Xamarin portable projects, and Xamarin Forms for the user interface.

Software Engineer II - Electronic Arts, Salt Lake City, Utah. December 2012 - March 2014

- Worked on free-to-play title **Tetris® Blitz** for Android and iOS in both development and live phases.
- Programmed game features in C++ including menus, animations, and gameplay elements such as power-ups.
- Integrated multiple 3rd party SDK's using C++ and Objective-C within a custom build system.
- Worked on a 6 week release schedule programming updated features, including achievements, challenges, new power-ups, tournaments, and improved user interfaces.
- Trained other programmers in core game engine behavior and functionality.

Producer - Thunderfish Entertainment, Irvine, California. December 2011 - August 2012

- Created and actualized initiatives to broaden company-wide knowledge including seminars and prototype projects.
- Managed a development team using agile/scrum methodologies in a startup environment.

Other Published Games

Godfighter, May 2012

- Acted as lead programmer for a 3v1 online sandbox platformer, built in XNA.
- Implemented quadtree terrain deformation, reduced draw calls by a factor of 20. **Nucleon, May 2010**
- Led port and certification to Xbox 360 Indie Games of a fast-paced 2D puzzle arcade game.

Education

B.S., Information and Computer Science - University of California, Irvine, June 2012

- Minor in Digital Arts
- Dean's Honors List - 5 quarters
- Contributed to 4 published extra-curricular game projects