

HIGHLIGHTS

- C / C# / C++
- Java / Javascript
- Python
- Swift
- MySQL
- Agile / Scrum
- JIRA
- Hansoft
- Project Management
- Git
- Unity3D
- Unreal Engine
- Visual Studio
- Eclipse
- XCode

SELECTED WORK



DIVE: Starpath - Gravity Well Studios - 3D Space Runner

Lead Engineer and Producer
Technologies: Unity3D, C#, Steamworks



Stan Lee's Rogue Legion - Paralight Games - Mobile Isometric RTS

Game Engineer
Technologies: Unity3D, C#

Project Turing - Hathos Interactive - 3D Isometric Action

Game Engineer
Technologies: Unity3D, C#

GEngine - Custom C++ Based 2D Game Engine

Features include memory management and allocation, physics, graphics, and collision systems.
Data driven code creation through .lua

EXPERIENCE

- 03/2017 to 07/2017 **IT Systems Administrator (Contract)**
CastAR
- Provide systems administration and support to a multiplatform game studio environment
 - Coordinate management and support of prototype development kits to internal teams
 - Collaborate with headquarters in PAO to develop timelines for future rollouts
- 01/2017 to 05/2017 **Tools Engineer**
Rockwell Collins
- Design and develop tools to facilitate the technical art pipeline
 - Coordinate and gather cross-department feedback and requests
 - Construct and relay development pipelines to department management
- 09/2015 to Current **Lead Engineer and Producer**
Gravity Well Studios
- Manage and develop program plans and feature priorities
 - Oversee day to day operations of the development team
 - Create testing protocols for quality assurance
 - Develop external build release program for future task prioritization
- 05/2016 to 08/2016 **Game Engineer Intern**
Paralight Games
- Build gameplay and UI functionalities
 - Collaborate with Art and Design to develop UX / UI
- 08/2011 to 11/2016 **Windows and Linux Systems Administrator**
J. Willard Marriott Library - University of Utah
- Provided hardware and software support to a mixed enterprise environment of 500+ machines
 - Authored internal documentation and release plans for hardware and software

EDUCATION

- 2018 **Masters of Entertainment Arts and Engineering: Game Engineering - University of Utah**
Rated #3 Game Design Program by The Princeton Review
- 2016 **Bachelor of Science: Computer Science - University of Utah**
Entertainment Arts and Engineering Emphasis