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Objective: To obtain a technical design position in a creative, team-oriented environment and show my passion for exciting gameplay experiences through the tools and content that I create.

Education

Savannah College of Art and Design | **Graduated** March 13, 2012 | Savannah, GA

- **MFA**, Interactive Design and Game Development
- Conducted thesis on the psychological architecture of choice-driven narrative in games.
- GPA: 3.5

Michigan State University | **Graduated** May 8, 2009 | East Lansing, MI

- **BA**, Telecommunications, Information Studies and Media
 - GPA: Overall 3.4, In-Major 3.6
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Professional Experience and Projects

MekTek Studios - Heavy Gear Assault | Technical Designer | Nov. 2012-Present

- Unreal Engine 4 -- Next-generation mech combat simulator.
- C++ gameplay programming.
 - Movement, piloting, combat, and inventory systems.
- Developed instructional resources and technical documentation on a wide range of topics in UE4.
- Organized agile project management resources for programming team.

Team Reveal - Reveal | Programmer | Apr. 2012-Oct. 2012

- UDK -- First-Person Horror Art Game.
- Winner -- Best student-created game, Meaningful Play 2012.

Provided technical design and programming for dense system of physics-based events.

Arsenic Playground - SIRA | Lead Programmer | Feb. 2012-May 2012

- UDK -- Puzzle-based first-person game.
- Unrealscript gameplay programming.
 - Sunlight-based damage system; Enemy AI; Weapons; Custom Kismet Nodes
- Provided technical advising and supervision on other features, including sound and visual effects.

PACKT Publishing | *UDK Game Design Cookbook* | Jun. 2011-Feb. 2012

- Assisted as a technical reviewer and co-authored chapter on Scaleform GFx UI integration.
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Skills and Software

- Gameplay and UI Programming
- C++, C#, Javascript, Unrealscript
- Technical Writing and Communication
- Agile Project Management
- Unreal Engine 3 and 4, CryEngine 3, Unity3D
- Adobe Creative Suite & Actionsript 3
- Microsoft Visual Studio 2010
- Autodesk Maya 2012

References Available Upon Request