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| Game Experience | |
| *Ninja Team (Unity 4.5 iOS / Android)*  *Programmer*   * Support for titles not under-active development * Prototyping / Research tasks * Implementing new plugins / technologies * Minor Android Native Java work | Sept 2014 - Present |
| *Coin Dozer (Unity 4.3.4 iOS / Android)*  *Programmer*   * Implemented Slot Machine system into new Casino Machine | April –Sept 2014 |
| *4 Pics 1 Song / 4 Pics 1 Movie (Unity 4.2 – iOS / Android)*  *Tech Lead /System Architect /Programmer (2-3 programmers)*   * Architected main gameplay systems * Used NGUI for UI * Implemented variety of third party plugins (Ad Venders, Metrics, Facebook, Twitter, IAP, etc) * Helped design & implement Downloadable Content System | March 2013 – April 2014 |
| *Paplinko (Unity 3 – iOS / Android)*  *Tech Lead /System Architect /Programmer (2-3 programmers)*   * Architected main gameplay systems * Used EZGUI & SpriteManager 2 for UI | Aug 2011 – March 2013 |
| *Prize Claw* (Unity 3 – iPhone, C#)  *Chief Gameplay Architect/Programmer (3-8 person team, 2 dedicated programmers)*   * Architected gameplay systems used (Main Loop, Bonus System, Claw Functionality, Prize Spawning System, Scene Instance Data Save/Load Systems) * Used delegates to allow for event callbacks * Implemented tools and created systems with designer use in mind * Handled integration of Objective-C plugins * Employed EZGUI and Sprite Manager 2 to build in game UI systems | May – August 2011 |
| *Frog Toss* (Unity 3 – iPhone, JavaScript)  *Gameplay Programmer (3-7 person team, 2 dedicated programmers)*   * Rewrote existing systems for performance and functionality gains * Fixed systems and worked toward a stable final product * Profiled and wrote Scalability System for smoother gameplay for optimized iPhone 3G experience | January – May 2011 |

Student Game Experience

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| *Monster Mafia* (Unreal Development Kit)  *Primary Gameplay Programmer (13 person team, 3 programmers)*   * Created a Player Ability System from scratch * Worked with Level Designer and Game Designer to implement a boss AI with unique abilities * Converted Unreal to work as a twin-stick shooter with an overhead camera | August - November 2010 | | |
| *The Whispering Tower* (Unreal Development Kit)  *Gameplay Programmer (10 person team, 2 programmers)*   * Worked with designer to create spell interaction effects, such as a Fire Tornado, Steam Cloud, and Ice Wall * Worked with artist to implement an Animation Tree and import character models/animations | March - May 2010 | | |
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| Job Experience | | | |
| Gameplay Programmer  *Game Circus, Dallas Texas* | | 2011 to Present | |
| Teaching Assistant/Senior Mentor  Southern Methodist University Computer Science Department | | 2007 to 2008 | |
| Education | | | |
| Certificate of Completion, specialization in Software Development  Guildhall at Southern Methodist University, Dallas | | December 2010 | |
| Bachelor of Science, Engineering  *Southern Methodist University, Dallas*   * Major: Computer Science/Mathematics * Minor: Physics | | May 2009 | |
| Skills | | |  |
| C, C++, C#, Java, UnrealScript, Unity 3D, PERL, JavaScript, Python, Unreal Engine, nFringe, Torque2D, 8080 Assembler, Winows GDI, DirectX 9, DirectX 10, OpenGL, HLSL, OpenGL Shader Assembly, Windows Batch Script, XML, HTML, TCP, UDP, Nintendo DS (NDS), Linux, FMOD, DevIL, Visual Studio, TortoiseSVN, IssueManager, Adobe Photoshop Creative Suite 4, object oriented programming, procedural programming, debugging, multithreading, path finding, compilers, linear algebra, calculus, particle systems, collisions, lighting, binary space partitioning, shaders, scene graphs, level of detail, terrain, quaternions, numerical integration, networking, artificial intelligence, quad-trees, SCRUM, 3DS Max | | | |