

I am a highly self-motivated and goal oriented worker who works tirelessly to ensure a quality product is produced. I have an analytical mindset, and I approach problems with objectivity.

Languages

- C#/Java
- C++
- JavaScript
- Node-based Programming

Software

- Unreal Engine 4
- Unity3D
- Subversion Source Control
- 3ds Max
- Maya
- Fusion 360
- Blender
- Quixel Suite

Skills

- Communicating ideas
- Working in team environments
- Practical application of vector mathematics
- Quickly learning new software and skills
- Problem-solving
- Troubleshooting and debugging
- Receiving feedback and quickly implementing iterative changes
- Using consistent naming conventions and commenting
- Creating reusable, procedural, and modular code

Released Titles

Death's Daughter

2017

Contribution:

- Contributed a majority of the programming
- Scripted a custom character controller with custom physics
- Scripted a pseudo-random level generator

Programmer

iOS, Android
Unity3D

Covert Cosmos

2016 - 2017

Contribution:

- Scripted physics-based player and AI controllers
- Scripted an A* pathfinding system
- Scripted a simple AI detection and search system

Programmer

PC
Unreal Engine 4

Other Projects

Digital D&D Companion Prototype

2017

Goals and Tasks:

- Designed and scripted a player interaction system to work with D&D's complex and flexible rules
- Scripted an RTS-style player control system
- Handled large amounts of predetermined D&D data through data structures

Programmer

PC
Unreal Engine 4

Survival Game Prototype

2016

Contribution:

- Scripted a Don't Starve style third-person player controller
- Scripted an inventory and crafting system with a custom editor
- Scripted procedural animations with editor parameters

Programmer

PC
Unity3D

Education

Bachelor of Fine Arts: Game Art and Design

Art Institute of Austin

2017

Austin, Texas