

		QUALIFICATIONS SUMMARY		
		<p>Skilled software engineer with hands-on experience in all areas of game development: Ranging from 3D engines, gameplay, animation, UI, AI, client, backend, architecture, optimization, live ops, and tools creation. Experience working directly with the UI/Product/Art team to provide technical expertise and mentor junior level engineers. Ability to learn new languages and software quickly. Excels at writing data driven code.</p>		
		Professional Experience		
		Shipped	Live Ops	Cancelled
<b>LANGUAGES</b> Advanced <ul style="list-style-type: none"> <li>C++</li> <li>JSON</li> </ul> Intermediate <ul style="list-style-type: none"> <li>Java</li> <li>Actionscript</li> <li>C#</li> <li>XML</li> <li>JavaScript</li> <li>HTML</li> <li>CSS</li> </ul> Basic <ul style="list-style-type: none"> <li>PHP</li> <li>Python</li> <li>Objective-C</li> <li>LUA</li> <li>GLSL</li> <li>HLSL</li> <li>Mel Script</li> <li>Intel Assembly</li> <li>Visual Basic</li> <li>Blitz Basic</li> <li>Blitz 3D</li> </ul>	<b>Futurama: Worlds of Tomorrow</b> – 2D, Mobile, C++ <b>Bakery Blitz</b> – 2D, Mobile/Web, Actionscript/Java <b>Alice in Wonderland: A New Champion</b> – 2D, Mobile, Actionscript/Starling/Java <b>Botkin's Hidden Cove</b> – 2D, Web, Actionscript/LUA <b>House MD: Critical Cases</b> – 2D, Web, Actionscript	<b>Marvel Avengers Academy</b> – 3D, Mobile, C++ <b>Kitchen Scramble</b> – 2D, Mobile/Web, Actionscript/Java <b>Gnome Village</b> – 2D, Mobile, Actionscript <b>Gnometown</b> – 2D, Web, Actionscript/LUA <b>Viva! Mall</b> – 3D, Web, C++ <b>Sim City Deluxe</b> – 2D, iOS, Objective-C/C++	<b>Star Wars IP</b> – 2D/3D, Mobile, C++ <b>Fitness tracking IP</b> – 2D/3D, Mobile, C++	
			Notable Achievements	
		<b>Futurama: Worlds Of Tomorrow (TinyCo)</b> Integrated Incentivized Ads using IronSource. Integrated Google Firebase. Created Road/Sidewalk systems, Artifact system, Character Ranking, Crafting, other various features.		<b>TinyCo/Jam City</b> Oct 2016 - Present Software Engineer III
		<b>Bakery Blitz (Rockyou)</b> Helped architect original codebase using an MVC design pattern. Designed and developed procedurally generated product system. Developed core game features and provided technical input on new design decisions. Developed Metadata reflection system.		<b>Rockyou</b> Oct 2014 - Oct 2016 Senior Software Engineer
		<b>Kitchen Scramble (Rockyou/Disney)</b> Implemented Rockyou Web AD API. Automated game asset export script. Supported mobile version release. Created level asset placement tool.		<b>Disney Interactive/Playdom</b> Mar 2012 - Oct 2014 Senior Software Engineer Software Engineer
		<b>Alice in Wonderland: A New Champion (Disney)</b> Created efficient pathfinding (used by another team) using A* and jump-point searching. Stored open nodes in a binary heap. Node info was stored minimally using bit manipulation. Resource bundling/caching, fog system, social features, avatar, npc AI, Tapjoy.		<b>Method Solutions</b> Jan 2011 - Mar 2012 Junior Programmer
		<b>House MD: Critical Cases (Method Solutions)</b> Developed spritesheet system, dynamic asset loading, hospital theme switching, zone system to increase pathfinding speed.		<b>Full Sail University</b> Nov 2008 - Sep 2010 Bachelor of Science in Game Development
		<b>Oden (Full Sail University)</b> Created particle editor/system, animation engine, HLSL shader effects, cinematics engine using Direct Show, combo wheel/battle system, hud artist.		
		<b>Olik's Redemption (Full Sail University)</b> Wrote a 3D rendering engine using OpenGL, static/animated mesh classes, resource/level managers, implemented skinned animation on gpu using GLSL, bounding volume hierarchy for collision detection, visual effects/level exporter using melscript, keymapping, post processing effects.		
<b>SOFTWARE</b> Advanced <ul style="list-style-type: none"> <li>XCode</li> <li>Android Studio</li> <li>Flash Builder</li> <li>Flash</li> <li>SVN</li> <li>GIT</li> <li>Jira</li> </ul> Intermediate <ul style="list-style-type: none"> <li>Photoshop</li> <li>Unity3D</li> <li>Visual Studio</li> </ul> Basic <ul style="list-style-type: none"> <li>Spring</li> <li>Unreal</li> <li>Maya 3D</li> <li>Game Maker</li> </ul>				