

Motivated computer science graduate specializing in software development, UX design, and technology. Released 12 games, delivering high-quality code in fast-paced and high-pressure environments.

## Education

**Bradley University: Peoria, IL** August 2020 - May 2024

- Bachelor of Science in Computer Science.
- Minor in User Experience Design, Game Production, and Computer Game Technology Concentration.
- GPA: 3.95

## Experience

**Game Programmer: Self-Employed** May 2022 - August 2023

- Cultivated creativity through game jams and iterating on projects for 6 vastly different games, each averaging 30 minutes of playtime.
- Self-driven from averaging over 40 hours weekly during the Summer of 2023 from a home/remote environment.
- Resolved problems that required advanced algorithms throughout over 100 used scripts, as well as written and oral communication.

**The National Society of Leadership And Success Member** February 2021 - April 2021

- Formed leadership through interactive training sessions and seminars by revered leaders, including former U.S. presidents.

**Beef Shack Member: Huntley, IL** November 2019 - August 2020

- Exhibited flexibility by managing tasks in an unpredictable environment while giving orders to divide work properly.
- Illustrated professionalism & diligence by arriving early 100% of the time and working 3-6 shifts weekly, averaging 5 hours per shift.

## Projects

**Our Name is the Stars: UX Lead, Team of 27** August 2023 - May 2024

- Coordinated UX, programmed responsive UI, and established core features such as the input, objectives, and camera.
- Achieved a narratively driven 3D space exploration game with over 50 minutes of voice acting and 100 different playtesters.
- Enhanced collaboration by meeting 4-5 times weekly in cross-functional teams and earned a 12% grade increase from peer reviews.

**Local Robots: Team of 8** August 2023 - May 2024

- Constructed virtual simulation tests of robots that would be 3D printed for students to learn AI, which 100% of students found useful.
- Awarded by professor for achieving the most in my team through additional documentation and leading other students efforts.

**Chain Attraction: Programming Lead, Team of 11** August 2023 - December 2023

- Oversaw the programming team of 3 and implemented game mechanics such as player movement, moving platforms, and menus.
- Polished debugging skills by troubleshooting bugs, including the player's 24 possible states and 7 physics-based puzzle elements.
- Delivered vast attention to detail with 0 known bugs by utilizing agile rapid prototyping, unit tests, and frequent playtesting.

### Technical Skills

- Object-Oriented Programming
- Physics
- 3D Math
- Linear Algebra
- Data Structures
- Multi-Threading
- Multiplayer/Networking
- Version Control

### Software

- Unity
- Unreal Engine 5
- OpenGL
- GitHub
- Visual Studio
- Jira/Trello
- Figma
- Photoshop

### Languages

- C#
- C++
- Java
- JavaScript
- HTML
- SQL
- Python
- React Native