

Education

University of Washington, Seattle, WA

Major: Computer Science

Expected graduation: June 2019

GPA: 3.68 (Overall) | 3.83 (CSE Coursework)

- Relevant Current Coursework: Data Structures and Parallelism, Hardware/ Software Interface
- Related Previous Coursework: Web Programming, Computer Programming I & II

Technology Summary

- Programming Languages (Ordered by Proficiency): C#, Java, JavaScript, HTML, CSS, XML, JSON, PHP
- Software: Unity, Eclipse, Adobe Premiere, Adobe After Effects

Relevant Experience

Topstitch Games Developer, Seattle Washington

April 2017 – present

A small independent game studio founded in 2017.

- Started development for a Virtual Reality Puzzle Game
- building out features such as a level editor and procedural level generation
- Gaining experience in developing for Virtual Reality

Game Development for PC (personal project)

August 2017 - Present

- Building out systems for a Role-Playing Game in the Unity Engine
- Created a system to store and manage game dialogue text using C# and XML
- Building Unity custom editor tools to improve the workflow of creating in-game cutscenes

University of Washington Pixel Project: Maria Health Project

January – February 2017

- Worked with a team of 5 students from other design and engineering disciplines to streamline Maria Health Insurance web services
- Developed a functional prototype to demonstrate changes and improvements

Bulldozer Games Developer, Seattle Washington

August – November 2016

A small independent game studio from 2014 - 2016.

- Worked with, improved, and built off an existing codebase
- Created tools to make to streamline the design workflow

Activities

University of Washington Game Development Club

September 2015 – present

- Vice-President (2016-present)
- Foster the Game Development community around the University of Washington
- Host tutorials, game jams, and showcases, and other events

Metro Parks Video Production Summer Camp

August 2016

- Designed and taught curriculum to teach middle school students the process of video production

Game Jams

- Participate in game jams at least twice a year
- You can find those projects here: <http://bit.ly/2yAcwis>