**Skills**

**Languages:** C++ ◼ C# ◼ Java ◼ JavaScript ◼ Python **Art:** Maya ◼ Mudbox ◼ Illustrator ◼ Photoshop ◼ physical mediaObjective C ◼ MEL ◼ XML ◼ XAML **Web:** HTML5/CSS ◼ jQuery◼ PHP ◼ Flash ◼ Dreamweaver **Graphics APIs:** Directx11 ◼ WebGL ◼ XNA ◼ WPF **Game Engines:** Unity 5 (Editor Extensions)  
**Misc Tools:** UCB◼WinForms ◼ Oculus Rift ◼ Vuforia AR **Version Control:** Git, SVN, Unity Asset Server

**Education**

**Rochester Institute of Technology ◼** College of Computing and Information Sciences

M.S. Game Design & Development ◼ May 2014 B.S. Game Design & Development ◼ May 2012

Minor in Philosophy ◼ GPA 3.92 (Highest Honors)

Outstanding Undergraduate Scholar Award (Top 1%)

**Employment**

**Mosaic Learning** Columbia, MD

November 2014 – Present

* Sole Unity developer for host of training simulations and tech demos
* Traditional, augmented reality, and virtual reality solutions (mobile, web, & standalone)
* Rapid planning and development; ownership of project timelines
* Also includes R&D, tool and pipeline engineering

**Amtote International** Hunt Valley, MD

August 2014 – November 2014

* Worked on increasingly widespread Instant Racing franchise.
* Front-end UI Developer using WPF
* Back-end design and game balance tool prototyping: user gameplay metrics using WPF and Excel interoperations

**Benxing Entertainment** Columbia MD

December 2011-May 2013

* Internship led to a part-time remote game development position
* Team member for shipped titles ***Hard-a-Port!*** (iOS/Unity3/2012)and ***Color Words*** (iOS/Unity3/2012)
* Unity developer with versatile roles to meet needs of a small team (mostly UI and 3D asset creation)

**Rochester Institute of Technology (RIT)** Rochester NY **(**PT)

Sept 2009-May 2014

* Interactive Games & Media Lab: Lab Manager, Lab Assistant
* Undergraduate Teaching Assistant: 3D Modeling & Animation
* Wallace Library: AV Manager, AV Assistant, Circulation Desk Manager, Resource Assistant

**Project Details**

***Shady Dealings***(OpenGL/Unity4/2014/App Store)

* + Graduate Capstone Team Project featured in Intel’s University Games Showcase – 2014 GDC
  + Producer: Planned development cycle and art pipeline; managed external asset creation.
  + Other tasks: Concept art, 3D art assets, QA, blogging & documentation, pipeline engineering

***Interactive Curriculum***(Unity5/Vuforia Augmented Reality/2014-2015/App Store/Google Play Store)

* + Augmented Reality companion app for textbooks bound for trade union apprentices: 3D and video content.
  + App size kept small using asset bundles: all augmented content is downloaded and cached at runtime.
  + To allow for target databases to be modified without an app update, datasets are also downloaded and cached at runtime.

***Multiplayer Virtual Crane Simulator Demo***(Unity5/Oculus VR/2014-2015/Tech Demo)

* + Virtual Reality demonstration of a classroom training concept involving one standalone client and another VR client
  + Standalone “presenter” client controls crane, while VR “observer” client controls perspective and issues commands
  + Persistent central server relays messages between both clients (no setup required for either client)