

EDUCATION

Rochester Institute of Technology
Master of Science, Game Design and Development | Bachelor of
Science, Game Design and Development expected May 2021
GPA: 3.6
Rochester New York
Dean's List Member Spring 2017 - Present

SKILLS

Programming	C / C++ 11, C#, Javascript, HTML / CSS, OpenGL 4.6, Lua
Software	Unity 2017-2020, GitHub, Maya 2017, Adobe Suite, GitKraken, Trello, Playstation 4
APIs	Google Firebase, WinSockets, Discord, jQuery, Web Audio

OBJECTIVE

To obtain an internship or full-time position that will allow me to utilize and expand my skills in designing or developing games, communicating with others, and problem-solving. (May 2021 onward)

PROJECTS

A DEMON KILLED MY BABUSHKA - LEAD DESIGNER

July 2020 to Present

- Creating a first-person action game focused on killing demons in stylish ways to take back the city that has fallen to ruin.
- Serving as lead designer on the capstone project, primarily designing the world, gameplay, enemies, and narrative to enhance the player experience.
- Working to create a prototype in the Unity engine, while the development of a proprietary engine is taking place, to eventually port mechanics and designs over when the engine is in a sufficient state for playtesting.
- Designing environments that allow the player to pay respects to Babushka by creating masterpieces of blood, severed heads, and dismembered corpses.
- Organizing regular playtests, gathering feedback both synchronously and asynchronously, and analyzing feedback to improve the overall quality of the game.

RISE - CO-DEVELOPER/LEAD DESIGNER

Jan. 2020 to May 2020

- Developed a rogue-like game in Unity that utilizes wave-based spawning mechanics and a modular ability system to combine aspects of successful titles into a new experience.
- Served as a co-developer and designer, with tasks primarily involving enemy AI, ability/attack creation, collision detection, and player mechanics.
- Designed and implementing enemy AI and systems in which the creation of additional enemies can be done solely through the Unity editor by using scriptable objects.
- Developed the player mechanics that can be tuned with the Unity editor to fit each prototype build and are modular to include various abilities.

PS4 GALAGA

Nov. 2020 to Dec. 2020

- Successfully ported a previously created project, OpenGL Galaga, to the PS4 architecture.
- Employed narrow and broad phase collision detection to improve the efficiency of updating the game world.
- Improved various parts of the previous project during the process, creating an overall more satisfying experience for the player.

EMPLOYMENT

BOOZ ALLEN HAMILTON

Summer Games Intern

Norfolk, VA
June 2018 to Aug. 2018

- Developed a Virtual Emergency Scenario Trainer utilizing C# in the Unity Engine working with the VIVE Pro headset.
- Served as Lead Developer, implementing player movement, obstacle interaction, and other core gameplay features.
- Translated the high concept of a VR emergency trainer into a minimum viable product being able to simulate a state of emergency and teach proper safety procedures.
- Created tools for designing levels that allowed for customized experiences tailored to teach certain aspects of fire safety.
- Researched techniques for teaching the subject matter, including talking with subject matter experts at local fire departments and schools, as well as with emergency safety professionals from the military.

RIT - SCHOOL OF INTERACTIVE GAMES AND MEDIA

Tutor / Lab Worker / TA

Rochester Institute of Technology
Jan. 2018 to Present

- Give critique and advice to peers about their classwork, personal projects, and professional work.
- Ensure the student has a proper understanding of the tools/languages they're using, including giving direction for being able to learn more outside of class.
- Grade student work and record findings on Google Sheets, providing feedback detailing successes or failures within the project.
- Build a culture of failing forward, and being willing to reach out for help when needed.

ACTIVITIES

CIRCLE K INTERNATIONAL - Executive Assistant of the New York District (as of March 2020)

Aug. 2017 to Present

- Grew to recognize and take advantage of opportunities that develop leadership, teamwork, and communication skills.
- Guiding the leaders of the NY district as a part of the world's largest collegiate volunteer organization to give our clubs memorable experiences while enriching local communities.
- Providing insight on how both clubs and individuals have dealt with situations in an attempt to discover the best approach for operating clubs during a global pandemic.
- Actively facilitating communications between members of the NY district board in an attempt to promote diversity and inclusion.