

Skills

- C++, C, C#, Python
- Custom Engine, Unreal, Unity
- PC, Nintendo Switch, Linux
- GIT, SVN
- Object-Oriented Programming, Debugging, Serialization, Algorithm Analysis
- Behavior Trees, Pathfinding, Terrain Analysis

Projects

A.I. Engineer– *The Descent*

Unreal 5.1 – 9/22 to Present

- Created the behaviors for 2 distinct enemies using Unreal’s Behavior Tree and Environment Query System to improve player engagement.
- Designed and implemented a component to handle enemy and object interactions, allowing for easy implementation on new objects.

Software Engineer– *Urban Experiment*

C++ Nintendo Switch Dev Tools – 9/22 to 12/22

- Created a render system on the Nintendo Switch using system-specific libraries to learn how to create a game on a closed system.
- Implemented a multi-platform input system that supported keyboard and Switch controllers, allowing for quicker iteration of systems.

Producer –*P.U.P.P.I.T.*

Unreal 4.26– 9/21 to 4/22

- Prioritized workload for 10 cross-discipline teammates based on playtest data and feedback to create the best product possible.
- Debugged frame rate issues and project crashes using Unreal’s profiler and asserts to improve user experience with the product.

Technical Director – *EFO: Escape from Outworld*

C++ Engine, Steam Release – 9/20 to 8/21

- Implemented a JSON deserialization system that read in externally created level and game object data to ease design workload.
- Created a component-based system for picking up and moving objects in the game world to allow designers to create moveable objects in the editor easily.
- Organized and prioritized the ideas and progress of 5 programmers to allow them to work on what they found enjoyable while still meeting the project deadlines.

Education

Bachelor of Science in Computer Science and Game Design – *DigiPen Institute of Technology* Graduating 4/23

- Dean’s List all 8 semesters.
- Coursework includes High-Level Programming, Data Structures, Algorithm Analysis, Technical Design Methods, and Data Science.

Work Experience

Statistics Grader– *DigiPen Institute of Technology* – 1/23 to Present

- Reviewed students’ Python and C++ code to determine if algorithms were implemented correctly.