**TECHNOLOGY SUMMARY:**

**Languages:** C#/C++/C/JavaScript/Java/MySQL/PHP

**Software/Frameworks:** Unity/Cocos2d-x/Android Studio

**WORK EXPERIENCE:**

**Senior Engineer/Senior Tooling Engineer at** **Jam City/SGN 2016–2022**

**HGTV MyDesign (Unity):** Built unity tool extensions and external designer tools, such as google docs integrations and an internal website/database with several design, analytics and predictive tools. Hired and supervised one engineer.

**Vineyard Valley (Unity):** Provided instruction and support to external team for initial version. Revised and improved game inhouse for release and live ops.

**Family Guy:AMFG (AS3)**: Implemented new features. Ran live operations. Established and maintained quality code style and code review processes which led to stabilization of performance and metrics.

**Snoopy Pop (Unity)**: Collaborated with art team to establish UI layouts. Improved the Unity pipeline. Designed tools and trained other teams on them. Implemented game features.

**Juice Jam (AS3):** Improved performance and increased stability through code clean up and importing improvements from Family Guy:AMFG back into this codebase.

**Contract Engineer at Wavedash 2016**

[**Icons: Combat Arena**](https://icons.gg/)**:** Unity game, platform brawler genre (i.e. Smash Bros). Implemented early UI layouts, and tested and implemented various synchronous networking solutions.

**Senior Programmer at Konami Digital Entertainment Sep 2012–Jul 2015**

Lead Engineer on **Sudoku: Daily Challenge**, Programmer on **Solitaire: Daily Challenge**, **Swords and Poker: Adventures**, and Unannounced Unity title, and Backend PHP Programmer on **MLB Dream Nine**.

**Programmer at LOLApps/6WavesLolapps/6L Jun 2010–Aug 2012**

Mostly frontend programmer with backend feature responsibility on Facebook social games using the Fl<iso> engine using AS3 with a python backend. Launched and ran live ops on **Ravenwood Fair**, then the followup **Ravensky City**, then as a contractor, finished up and launched **Ravenshire Castle** with a small team.

**PERSONAL PROJECTS:**

[**Collective Memories: an idle walking simulator**](https://residualtoast.itch.io/collective-memories-an-idle-walking-simulator): **2018** game created in Unity for Ludum Dare 42 with the theme “Combine 2 incompatible genres”

[**Mr PotatoFace's Epic Quest for Treasure**](http://ludumdare.com/compo/ludum-dare-35/?action=preview&uid=35101)**: 2016**

Game created for Ludum Dare 35 for the theme “shapeshift”, built in Unity. Platform built largely as an experiment to play with Unity's Mechanim

[**I Expect You to Die**](http://jayisgames.com/cgdc7/?gameID=25)**: 2009-2010**

Text adventure game developed for the jayisgames.com Casual Gameplay Design Competition #7.Implemented using Inform 7

[**Compos Mentis**](http://www.findthemacguffin.com/compos.php)**: 2008**

A networked 3d multiplayer game demo, with a physics engine, and worlds based on the character's current mood. Built using Ogre3D and OgreODE

[**Empath**](http://www.findthemacguffin.com/empath.php)**: 2007**

Lucasarts-style point-and-click adventure game, built in Adventure Game Studio's engine

**COMPLETED EDUCATION:**

**Bachelor of Science in Computer Science: Dec 2008**

University of Illinois, College of Engineering, Champaign-Urbana, IL