

Skills

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

Work Experience

Software Engineer – *Perfect Day Games*

Unity 2023.3 – 5/23 to Present

- Designed, implemented, and maintained art pipeline tools to allow for quick and easy implementation of character models and animations.
- Analyzed and debugged performance problems on low end mobile devices to reduce load times and CPU usage, creating a smoother gaming experience.
- Wrote and maintained Technical Design Documents that reduced problems and headaches when implementing features across teams and disciplines.
- Worked inside a large shared codebase, helping expose existing systems to my current project while ensuring additions/modifications provided benefits to all.

Projects

A.I. Programmer – *Descent*

Unreal 5.1 – 9/22 to 5/23

- Created advanced A.I. behaviors using C++ and Unreal Blueprints with accessible tuning values to allow for robust enemy interactions that can be quickly tweaked when needed.
- Designed and implemented a component to handle enemy and object interactions, allowing for easy implementation on new objects.

Technical Director – *EFO: Escape from Outworld*

C++ Engine – 9/20 to 8/21

- Wrote debugging tools that monitored individual system time and RAM usage to ensure the game ran smoothly on devices of a target specification.
- Helped maintain an ImGui custom editor to ease iteration of game design ideas.
- Organized, prioritized, and tracked 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* - Graduated 4/23

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

Volunteering

Front Desk – *Peer Seattle* – 12/25 to Present

- Signed in visitors and answered questions about site services to promote a positive environment.

Bracket Runner – *Sakura-Con* - 4/25

- Directed tournament participants to stations and documented scores to ensure a fun environment for all participants.