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**Education**

<b>Georgia Institute of Technology</b>	Atlanta, GA
<b>M.S. Computer Science</b> – Graduated (GPA: 3.53)	Aug. 2011 – Aug. 2013
<ul style="list-style-type: none"> <li>Specialization in computer graphics and HCI</li> </ul>	
<b>B.S. Computational Media</b> – Graduated Highest Honors (GPA: 3.7)	May 2007 – May 2011
<ul style="list-style-type: none"> <li>Specialization in computer graphics and game design</li> </ul>	

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**Skills**

<b>Programming</b>	<b>Software and Frameworks</b>
<ul style="list-style-type: none"> <li>Proficient in C#, C/C++, JS, AS3 and Perl</li> <li>Knowledgeable of OO and data-driving concepts</li> </ul>	<ul style="list-style-type: none"> <li>Experienced with Visual Studios, FlashDevelop, Xcodes, Google Closure, STL, Unity, Flixel, AS3IsoLib, PlayerIO, XNA, and OpenGL/ES 2</li> <li>Proficient with Photoshop, Illustrator, and 3DS Max</li> <li>Familiar with SVN, GIT, and Perforce</li> </ul>

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**Experience**

<b>Electronic Arts Inc. / Maxis</b>	Emeryville, CA
<i>SimCity Cities of Tomorrow EP</i> – [ <b>Software Engineer - JS/C++</b> ]	Sept 2013 – Present
<ul style="list-style-type: none"> <li>Developing various UI/UX features</li> </ul>	
<i>SimCity</i> – [ <b>Software Engineer Intern/Co-op - JS/C++</b> ]	May 2012 – Dec. 2012
<ul style="list-style-type: none"> <li>Implemented gameplay features that allowed players to inspect game agents and view their status and other UI/UX features</li> <li>Created automation scripts to manage data files using Perl</li> </ul>	
<b>Georgia Institute of Technology</b>	Atlanta, GA
<b>College of Computing</b> – [ <b>Graduate Teaching Assistant</b> ]	May 2013 – Aug 2013
CS 4455 Video Game Design	
<ul style="list-style-type: none"> <li>Assisted students with Unity projects and graded assignments</li> </ul>	
<b>Augmented Environments Lab</b> – [ <b>Graduate Research Assistant</b> ]	Aug. 2011 – May 2013
<b>NerdHerder</b> – [ <b>Lead Developer – C# Unity</b> ]	
<ul style="list-style-type: none"> <li>Designed and developed a motion and physics based AR game for iOS and Android devices using Qualcomm's Vuforia SDK and Unity</li> <li>Created core gameplay and UI/UX systems</li> <li>Implemented cross-platform multiplayer modes using PlayerIO</li> </ul>	
<b>Aura Interactive LLC.</b> – [ <b>Software Engineer – C++</b> ]	Atlanta, GA
<i>Augmented Reality Rock'em Sock'em Robots</i>	May 2010 – Aug. 2011
<ul style="list-style-type: none"> <li>Developed an AR fighting game/tech demo for Mattel and Qualcomm to showcase the Vuforia SDK using C++, Android NDK, and OpenGL ES</li> <li>Created character controllers for 3D AR fighting game characters</li> <li>Implemented special effects and UI/UX systems</li> </ul>	
<b>Independent Games</b> – [ <b>Lead Programmer - AS3/C# Unity/C# XNA</b> ]	
<ul style="list-style-type: none"> <li>Created over a dozen small games with a wide range of genres</li> <li>Most notably <i>Leave Me Alone</i>, a runner game, sponsored by MyPlayYard.com receiving over 100k plays worldwide in the first month</li> </ul>	Jan. 2009 – Sept. 2013

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**Activities**

<b>Game Jams</b>	Jan. 2009 – Present
<ul style="list-style-type: none"> <li>Regular participant of the Global Game Jam and Ludum Dare</li> <li>Consistently placed 1<sup>st</sup> or 2<sup>nd</sup> at Global Game Jam locations since 2009</li> <li>Consistently placing in the top 50 overall in Ludum Dare since 2009</li> </ul>	
<b>VGDev</b>	Apr. 2011 – Aug. 2013
<ul style="list-style-type: none"> <li>Founding member of Georgia Tech's video game development club</li> <li>Planner for the club from April 2011 to May 2012</li> <li>Scoped and approved club projects and organized guest speakers</li> </ul>	