

Programmer and multidisciplinary artist based in Brooklyn with a focus in experiential digital work. Deeply interested in building scalable game architectures coupled with experimental, innovative game mechanics. Combines a strong foundation in software development with a passion for games to develop playful and exploratory interactive art.

Skills

Game Development (Unity3D, C#, GameMaker Studio, Unreal Engine, C++)
Mobile and Augmented Reality Development (Xcode, APN, ARKit, ARCore, AR.js)
Web Development (Javascript, HTML, CSS/SASS, Node.js, PugJS, Bootstrap, A-Frame, Three.js)
Miscellaneous (Git, Sourcetree, Jira, Adobe Creative Suite, Google Suite, Maya)

Work Experience

Senior Unity Developer, [TruPlay Games](#), Remote, March 2023 - Present

- Built editor tools for constructing tutorials across game projects, packaged in middleware
- Built editor tools for level construction and testing to accelerate workflow for designers
- Provided engineering support for live games, working with QA to respond to realtime bugs

Senior Unity Developer, [Wormhole Laboratories](#), Remote, November 2021 - July 2022

- Built abstract feed implementation utilizing paginated REST API queries and custom memory allocation/deallocation for image content to optimize for mobile devices
- Built custom panorama capture implementation utilizing AR Foundation and plugins for iOS/Android on top of Derrandar SDK
- Worked with DoozyUI package to implement visual redesigns of primary UI panels across B2C and B2B products

Lead Unity Developer & Product Manager, [Eternal](#), New York, NY, May 2020 - November 2021

- Built a scalable and modular architecture for the social networking and game foundations of the product
- Developed and tracked product timeline through all major milestones across all disciplines, speaking to technical cost
- Built editor tools for our core team to streamline development and expedite new content creation into launch
- Managed TestFlight program from internal testing through beta program, merging all work and exporting iOS builds

Unity Developer, [Eternal](#), October 2019 - May 2020

- Developed all core game mechanics / functionality moving into TestFlight beta program
- Communicated with REST APIs to integrate all social networking functionality
- Built custom iOS plugins to leverage native functionality for social sharing, microphone, notifications and image gallery

Augmented Reality Developer, [yU+co](#), Los Angeles, CA, August 2018 - November 2019

- Worked as lead programmer on augmented reality experiences for mobile and web platforms
- Utilized Unity3D, ARKit, ARCore and AR.js to bring engaging digital content to life in accordance with industry standards
- Developed editor tools and frameworks to speed up iteration and streamline the workflow of our small team

Projects

[butterflowers](#), videogame, 2021 → Lead Designer / Developer | Artist

Simulation origin story for a naive artificial intelligence constructed from statistics measured from player interactions inside of a digital playground/ecosystem where players can drag and drop image files from their computer to plant flowers, grow vines, start fires and upload color into an expansive network of butterflowers.

[Drones](#), videogame, 2019 → Lead Designer / Developer | Artist

Narrative videogame composed of five scenes that chronicle a collapse of self following the death of your grandfather. Each scene uses the "NiteHawk 2400," a fictional drone product as the focal point for scene mechanics and framing.

Academic History

New York University, 2013 - 2017
BFA in Game Design
Minor in Computer Science

Carnegie Mellon Pre-College Program, 2012
National High School Game Academy