

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#, Git, Sourcetree, Jira, 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 (Adobe Creative Suite, Google Suite, Maya)

Work Experience

Lead Unity Developer & Product Manager, Eternal, New York, NY, May 2020 - Present

- 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
- Reviewed technical hires and created our technical assessment that has been iterated on since its origin

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

Technology Researcher, yU+co, June - July 2018

- Contributed focused and thorough research of inspired applications of new technology to an online repository
- Developed a streamlined workflow that maximized the quantity of written entries and created a precise template to achieve a consistent level of superior quality copy

Graphic Designer, NYC Bodyworks, New York, NY, November 2017 - January 2018

- Collaborated on new promotional brochures, business cards and intake forms with the founder of the company

Web Designer, Buen Trip Hub, Quito, Ecuador, May - July 2017

- Designed and built engaging webpages using Squarespace as well as translated existing pages from Spanish to English

Game Production Intern, Nickelodeon, New York, NY, September - November 2015

- Designed in-game props for various titles, sourcing inspiration from televised episodes
- Performed rigorous testing on numerous games, providing thorough feedback to the designers and programmers

Data Analyst, Edrington, New York, NY, July - December 2014

- Managed and organized a large inventory of products and updated their respective pricing information

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