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## Work Experience

| | |
|---|---|
| **Studio Wildcard: Gameplay Programmer** | Started July 2016 |

Released Scorched Earth Expansion into Early Access

## Education

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|---|---|
| **The Guildhall at Southern Methodist University** | Spring 2016 |
| Graduated in Game Development: Specialization in Programming | GPA: 3.863 |

| | |
|---|---|
| **Southern Methodist University** | December 2014 |
| Computer Science Engineering | GPA: 3.841 |

## Team Game Projects

*Scrapped* – Team size 15 | 5 Months | 2 Programmers (UE4, Blueprints, Perforce) | Finished Fall 2015
- Responsible for the game's core "magnetism" gameplay mechanic
- Implemented a spline following NPC utilizing an event queue with trigger-driven behaviors

*Chibieval Wars* – Team size 8 | 2 Months | Sole Programmer (UE4, Blueprints, Perforce) | Finished Spring 2015
- Lead Programmer in a multiplayer FPS made with UE4
- HUD and networking

*Styx* – Team size 5 | 2 Months | Sole Programmer (Unity, C#, Perforce) | Finished Fall 2014
- Mentored level designers in programming tasks
- Integrated animations using Unity's animation tree
- Developed the game's 3 core mechanics (player controlled platforms, spawning jump pads, shout)

## Individual Projects

**Machine Learning** – 2 Months | Finished Summer 2015 | C++ and OpenGL
- Utilized a neural network using a genetic algorithm for learning to train an AI
- Application trained AI ships in a 2D environment to avoid asteroids using sensors as inputs

**Roguelike – *Into The Mists*** – 2 Months | Finished Spring 2015 | C++ and OpenGL
- Created data driven AIs, random map generator, and data driven items
- Utilized a factory pattern for generating NPCs

**Simple Miner** – 2 Months | Finished Fall 2014 | C++ and OpenGL
- Incorporated and optimized voxel terrain generation using Perlin noise
- Incorporated run length encoded saving

## Skills

### Languages
- C++, C#, C, JavaScript, Java
- Ue4 Blueprints, Python

### Systems and Tools
- OpenGL
- Unity
- Visual Studio 2010/2013
- Unreal Engine 4
- NodeJS
- Perforce, Git, TortoiseSVN

### Concepts
- A* Pathing
- Linear Algebra
- Shading, Lighting
- Agile Development
- Multithreading
- UDP Networking
- Voxel Ray casting