

Technical Designer for PC, Console, or Mobile games. Experience and education focused on technical design in C#, C++, Unity and Unreal engine. Experienced in various workflows and frameworks including multiplayer. Extremely focused, hardworking, collaborative and dedicated.

PROJECTS

Unannounced Game — *Lead Technical Designer*

June 2024 - Present

- Develop Gameplay functionality in collaboration with designers
 - Implementing Player movement and actions
 - Developing player UI and inventory systems
- Write clean and optimal code to company standards
- Refactor functions and interfaces to optimize gameplay without breaking functionality

Robo-Rummager — *Lead Programmer/Tools Programmer*

August 2023 - December 2023

- Lead programmer on a 12 person team managing and assisting two other programmers.
 - Player Controller
 - Workshop management system & Building Robots
 - 3rd place in “Game Large Team” at the *Excellence in Computer Graphics Awards*
- Shipped the game to Itch.io <https://cagd.itch.io/robo-rummager>

Z.I.E.F. — *Lead Programmer*

January 2023 - May 2023

- Lead programmer on a 16 person team managing and assisting two other programmers.
 - Player Controller
 - Weapons and UI Systems
- Shipped the game to Itch.io <https://cagd.itch.io/zief>

Frogs of Rage — *Lead Programmer*

January 2023 - May 2023

- Lead programmer on a 6 person team.
 - Player Controller
 - Animations and UI Systems
- 3rd place in “Best Game” at the *Excellence in Computer Graphics Awards*
- Shipped the game to Itch.io <https://cagd.itch.io/frogs-of-rage>

Out Of Ashes — *Lead Programmer*

August 2023 - December 2023

- Lead programmer on a three person team working on creating an Idle mobile game
 - UI Systems
 - Upgrade systems
 - Modular component based save system
- Shipped the game to Google Play Store <https://play.google.com/store/apps/details?id=com.TorchBearerGames.OutofAshes&hl=en&gl=US>

EXPERIENCE

CRIT² — *Co-Founder / Technical Designer*

December 2023 - Present

- Lead Technical Designer currently working on a narrative driven horror game set in a harsh winter forest.

KA Labs, Remote — *Unity Programmer Intern*

May 2022 - August 2022

- Worked to develop various gameplay features.

CSU Chico, Chico CA — *Advanced Programming Tutor*

August 2023 - December 2023

- Tutoring students with various design patterns & gameplay features.

EDUCATION

CSU Chico, Chico CA — *BS, Computer Animation & Game Development*

December 2023, Chico CA

Skills

Programming Languages: C++, C#, UE5 Blueprint, UnrealScript

Technical Programs & Engines: Visual Studio, Unreal Engine 5, Unity

Miscellaneous: Command-line tools, Agile Development, Teamwork, Communication, Documentation