

Unity game developer, sometimes team leader, always learner.

Experience

Lead Game Developer • Simcoach Games • Pittsburgh, PA • January 2014 - Present

- Worked on interdisciplinary teams to develop games designed to teach skills, change behaviors, and introduce young people to new careers.
- As the Lead I helped manage project schedules, mentored new developers, and worked closely with clients to ensure our games met the required learning objectives.
- Typically the sole developer on a project I was responsible for every major facet of the development cycle, from initial design to final QA, including gameplay, UI/UX, audio, development tools, external API integration, data collection and management, and more.
- Built and published dozens of projects to Google Play, Amazon, and the Apple App Store.
- Helped build and maintain an AWS-based backend for managing user authentication, data collection, and regionally targeted messaging.

Teaching Assistant • National High School Gaming Academy • CMU, PA • June 2013 - August 2013

- Assisted in coordinating and teaching a game design program for senior High School students.

Teaching Assistant: Building Virtual Worlds • ETC • CMU, PA • January 2013 - May 2013

- Assisted new ETC students in creating virtual worlds on multiple development platforms.

Academic Projects

ETC Project: Sony Innovative Games • ETC • CMU • August 2013 - December 2013

Producer, Programmer

- Designed and built 5 innovative game prototypes with a team of seven students under the direction of Sony Computer Entertainment America.
- As Producer, managed client contact, team scheduling, promotional materials, and presentations.
- As Programmer, worked in Unity3D to develop player-facing systems.

ETC Project: SEECQUEL • ETC • CMU • August 2012 - December 2012

Programmer, Producer

- Developed a mobile outdoor experience for the Schrader Environmental Education Center.
- As Programmer, created the user interface with Flash CS6 and linked it to a Unity3D project with Autodesk Scaleform.
- As Producer, managed task distribution, team management, client contact, and presentations.

Building Virtual Worlds • ETC • CMU • January 2012 - May 2012

Programmer, Sound Designer, Producer

- Participated in rapid game design and prototyping as a part of teams of four or five students, with new teams and project assigned every 1 or 2 weeks, forcing quick adaptation to changing circumstances.
- Project platforms included the Microsoft Kinect, Nintendo Wiimotes, and PlayStation Move.

Education

CMU: Entertainment Technology Center • Pittsburgh, PA • January 2012 - December 2013

- Masters of Entertainment Technology

Grove City College • Grove City, PA • August 2007 - May 2011

- B.S in Computer Information Systems - Graduated Magna Cum Laude

Skills and Tools

Management

- SCRUM and Agile Development
- Microsoft Office, OpenOffice
- Trello, Jira, Hansoft

Programming

- C++
- C#
- Python
- Node.js

Development Tools

- Unity game engine and editor
- Audacity, Paint.NET
- Visual Studio, XCode
- AWS