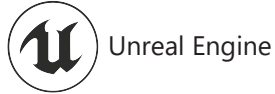




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Software



Education

Savannah College of Art and Design (SCAD)

FALL 2017 - SPRING 2021, SAVANNAH, GA

- Graduate
- Degree: [Bachelor's of Fine Arts](#)
- Major: [Interactive Design and Game Development](#)

Game Projects

The House Where They Dwell, Half Brain Games - [Designer and Programmer](#)

SEPTEMBER 2020 - MAY 2021

- Worked as one of the designers and as a programmer for character mechanics.
- Developed a two-player arcade horror game using agile development methods.

Epic Games Megajam 2020, Team - [Designer and Programmer](#)

DECEMBER 2020

- Worked on a team as a designer and programmer for 1 week.
- Programmed an inventory system and item mechanics for a rogue-like survival game.

4D Simulator Version 2.0, Solo - [Designer, Programmer, and Creator](#)

FALL 2019 - FALL 2020

- First-person 3D navigational game.
- Teleport and slow time to traverse levels.
- Original version made in Fall 2019; Version 2.0 released on itch.io in Fall 2020.

Unsheathed, JJAM Games - [Designer and Programmer](#)

SPRING 2020

- Fast-paced high mobility first-person action game.
- Worked as a designer and programmer on a team of 3 others. Programmed all the player's abilities.

Work Experience

Epic Games / Software Tester

JULY 2022 - JULY 2023, CARY, NC

- Conducted quality assurance tests for Unreal Engine based on bug reports.
- Filed bug reports based on issues found in Unreal Engine.

GameStop / Senior Guest Advisor

NOVEMBER 2021 - JUNE 2022, CHARLOTTE, NC

- Opened and closed the store when needed.
- Advised customers on games and other products.
- Conducted sales of products.

UberEats / Delivery Driver

JULY 2020 - SEPTEMBER 2020, WAXHAW, NC

- Delivered for UberEats during breaks from school.

Papa John's Pizza / Delivery Driver

MAY 2018 - DECEMBER 2019, WAXHAW, NC

- Worked with others on a team to deliver results on time.
- Developed communication skills through answering customer phone calls.
- Helped train new employees.

Skills

Technical skills:

- Gameplay mechanics design
- Unreal Engine Blueprint visual scripting
- Unity C# text-based scripting
- Playtesting and iteration
- Level blockouts and design
- Computer graphics competency

Soft skills:

- Teamwork
- Cross-disciplinary cooperation
- Communication
- Experience working with agile development methods.