



EDUCATION

THE GUILDHALL AT SOUTHERN METHODIST UNIVERSITY - PLANO, TX

Masters of Interactive Technology, Digital Game Development, Specialization in Production May 2018

UNIVERSITY OF THE PACIFIC - STOCKTON, CA

Masters of Science in Engineering Science, Specialization in Computer Science May 2016

Bachelors of Science in Computer Science, Specialization in Games and Simulation May 2016

Minor in Applied Mathematics May 2016

GAME DEVELOPMENT EXPERIENCE

LOST IN THE DARK - PRODUCER June 2017 - December 2017

17 Developers - Unreal Engine

- Organized playtesting sessions for several teams while training team in effective data collection practices
- Communicated vertically and laterally as the link between the team and stakeholders
- Mentored inexperienced leads by setting team organizational norms and stressing organization and accountability

AUXILIUM - CO-COHORT PRODUCER January 2017 - May 2017

49 Developers - Unreal Engine

- Served as a conduit of vertical communication between two sub-teams, a team of project leads, and stakeholders
- Utilized JIRA as a tool for monitoring and tracking task movement for two sub-teams during sprints
- Performed scrum master duties for sub-teams, and for a team-wide scrum of scrums

THE GROVE - ASSISTANT LEAD / LEAD PROGRAMMER August 2016 - December 2016

5 Developers - Unity

- Worked with the Game Designer to plan out a schedule of deliverables based on game design specifications
- Ensured accountability and communication throughout the team as the scrum master during stand-up and planning meetings
- Programmed all major features and held pair programming sessions with level designers to teach programming skills

RESEARCH AND PROJECTS

THESIS: CREATING AND EVALUATING A DATA COLLECTION TOOL - INDEPENDENT RESEARCHER Fall 2017 - Spring 2018

1 Developer - 8 Months - Unreal Engine

- Researched industry best practices for data collection and tool development in the gaming industry
- Developed a tool according to best practices and implemented the tool with two student projects for evaluation purposes

THE AVATARS PROJECT - CO-PRODUCER Summer 2017

7 Developers - 8 Weeks - Unity

- Produced one of two scenes for a virtual reality application designed to train young adults for stressful social situations
- Scheduled milestones around a delivery schedule and provided customers with VR installation

SKILLS

- Agile with scrum
- Planning and budgeting
- C++
- Blueprint scripting
- Scheduling
- Team culture development

TOOLS

- Blocker identification and removal
- Team organization
- Tool development
- Data analysis
- Singing
- Accountability to team
- Perforce
- Jira
- Microsoft Office Suite
- Visual Studio
- Unity
- Unreal Engine
- Wiki
- Slack
- OBS
- Airtable



WORK EXPERIENCE

GUILDHALL TEAM GAME PRODUCTION - PRODUCTION TEACHING ASSISTANT

Spring 2018

55 Developers - 16 weeks - Unreal Engine

- Mentored and guided production students through the process of working with a large team and keeping the team organized
- Helped identify leadership candidates through observation and interviews, and constructed a team structure to support the team
- Offered feedback to students in the form of face-to-face peer evaluations at every major milestone

FINANCIAL INDUSTRY COMPUTER SYSTEMS - SUMMER PROGRAMMING INTERN

Summer 2012, 2013, 2014, 2016

15 Team Members - 8 weeks - .NET Framework

- Upgraded software from PowerBuilder to .NET environment while complying with strict design specifications
- Interacted daily with the quality assurance team to improve the product and ensure adherence to design
- Gained experience by participating in daily scrum meetings and other software development methodologies as a developer

VOLLEYBALL CLUB DALLAS - FOUNDER, HEAD COACH, ASSISTANT COACH

Fall 2016 - Present

12 Team Members - 16 weeks

- Created a hierarchical structure for coaches, board members, and club directors to have individual swim-lanes
- Communicated with parents and young student-athletes for recruiting and organizational purposes
- Developed a practice plan prior to each practice to continue growth of athletes and move the team towards our collective goals

LEADERSHIP EXPERIENCE

PACIFIC MEN'S CLUB VOLLEYBALL - COACH, CAPTAIN, VICE PRESIDENT, TREASURER

Fall 2013 - Spring 2016

15 Team Members - 3 Years

- Balanced onboarding new recruits and challenging experienced athletes to improve the team across multiple skill levels
- Cultivated a culture of accountability and dedication to team norms and goals to set the team up for success

PACIFIC DIVISION 1 MEN'S VOLLEYBALL - LIBERO

Fall 2011 - Spring 2013

20 Team Members - 2 Years

- Participated in team goal-setting meetings and worked towards the achievement of those goals over a span of two years
- Held teammates accountable to team culture statements and integrated new athletes to the team culture and vision

BETA THETA PI: ETA KAPPA CHAPTER - VP OF MEMBER ED, RITUAL CHAIR, FOUNDING FATHER

Spring 2012 - Present

50 Brothers - 5 Years

- Collaborated with other vice presidents to schedule, budget, and plan events for the fraternity over the course of a year
- Prepared a team to perform induction, initiation, and other important events held for our chapter and nearby chapters

ADDITIONAL TEAM PROJECTS

VR APPLICATIONS FOR TEACHING PURPOSES - RESEARCHER AND DEVELOPER

Fall 2013

5 Developers - 10 Weeks - Unity

- Developed a virtual reality application in Unity to teach users how to change tires on a car in real-time
- Held a research session and made a presentation comparing the effectiveness of our application to learning from a video

APP DESIGN FOR TEACHING COMPUTER SCIENCE BASICS - TEAM LEAD, PROGRAMMER

Spring 2014

5 Developers - 10 Weeks - Unity

- Developed a phone application in Unity to help CS1 students to review materials related to variable scope
- Coordinated a team to make art assets, program, test, and iterate on the application with scheduled deliverables