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Unreal Engine 4



Unity



Java



C++



C#



After Effects



Photoshop

Experience

Doggone Hungry

2019

- Take on the role of a dog, get fat, avenge your toy, but don't get caught!
- Lead Programmer
- Scripted main mechanics including minigames
- Responsible for managing and troubleshooting a remote repository

Arcane Island

2018

- Magic-based battle royale; solo project
- Developed a multiplayer experience complete with 5 unique spells
- Built one arena, all spells and equipment replicate appropriately

Nanomite

2018

- Used Unity and C# to implement game mechanics
- Scripted simple AI and weapons
- One level with 2 different enemies and 1 final boss

Global Game Jam

2018

- Peace Among Worlds - Communicate with alien to gather resources
- Developed using Unity

Education

Savannah College of Art and Design
BFA Interactive Design and Game Development

2019

Delaware Technical and Community College
Bachelors in Computer Information Systems

2015