

Technical Skills

Programming (8 years)

C • C++ • C# • UE4 Blueprints • Bash • JSON • Lua

3D Editors & Tools

UE4 • Source/Hammer • Unity3D • Maya • 3DS Max • Blender

Software and Environments

Visual Studio • Adobe Suite • MS Office • Notepad++ • VNC • Git • GitHub • SourceTree • VI • UNIX

Professional Experience

Software Engineer

IBM, Poughkeepsie, NY, Nov. '15 - Present

Products: *C.O.R.A.L Supercomputer Cluster - Estimated Release 2017*

- Collaborated to develop the open source Cluster System Management tool in CORAL super computer for the US DoE.
- Designed and programed APIs in C for sub-system and external program communication.
- Programed packet serialization and deserialization for over network communication.

Technical Designer

Magic Spell Studios, Rochester, NY, June '14 - Aug. '14

Games Released: *Build Your Jewish Hero*

- Used JavaScript and JSON for both gameplay scripting and loading art content into the engine.
- Mediated between artists & engineers to get quality content into the game efficiently.
- Communicated with client (JCC of Detroit, Michigan) through agile process to ensure polished product delivery.

Web Developer

Magic Spell Studios, Rochester, NY, June '13 - Aug. '13

Games Released: *Paths Through History*

- Designed and developed the website, user experiences, and web games in HTML 5 and JavaScript.
- Scripted custom Sign-Up and Sign-In system to communicate with backend SQL server and database of users.
- Scripted user badge and achievement system.

Published Personal Works

Left 4 Dead 2 Steam Workshop

Star Wars Lightsaber Melee Mod Collection (2017)

- Replaced all L4D2 melee weapons with various lightsabers. All are well received with high subscriptions and ratings.

Left 4 Dead 2 Steam Workshop

Star Wars Death Star Survival Map (2015)

- Developed the only Star Wars themed L4D2 map on the Workshop.

Education

Rochester Institute of Technology

MS: Game Design and Development - May '15

Areas of Study: Level Design, Multiplayer FPSs

Rochester Institute of Technology

BS: Game Design and Development - May '13

Minor: Psychology: Behavior, Learning, and Perception

Educational Work

Crystalline - Master Thesis Group Project

- Written in C++ and Blueprints
- 8 player networked first person shooter built in Unreal Engine 4.
- My main role was level designer.
- Secondary roles included gameplay scripting and project management.

Networked Blackjack - Group Project

- C++ client in DirectX with C# server
- Player data stored on SQL database
- I was responsible for writing data buffers in the server and client code to handle game and player data. My code constructed packets to be sent and decoded incoming packets.

QWOP Jet - Solo Project

- C# using the Unity3D engine.
- Complete gameplay experience coded and art assets created in under 4 hours.
- 3D platformer game using individual jetpack thrusters for movement.