

SUMMARY

Experienced and versatile C#/C++ engineer with 4 years of professional experience. Proven ability to wear many hats and collaborate with multidisciplinary teams to quickly develop and test robust software solutions across a wide range of projects. Advocate of modular, readable code and the streamlining of agile workflows.

WORK EXPERIENCE

22nd Century Toys – Game Programmer January 2021–April 2024

- Acted as both a lead engineer and collaborator on 4 titles across 11 platforms, coordinating with clients to ensure complete milestone deliverables.
- Wrote modular, readable, and scalable code to implement platform functionality to client, publisher, and platform specification
- Implemented a wide range of performance optimizations to meet and exceed goals for target platforms, such as improving performance of *Death's Door* on lower-end platforms by 40%
- Troubleshooting and debugging complex technical issues and working with QA teams to ensure software is compliant with platform standards and to provide an optimal user experience
- Spearheaded efforts to streamline development by creating tools and processes, such as: build/packaging automation, gameplay cheats/tools, logging tools, and task/bug database management flows, resulting in a boost to team productivity and efficiency
- Provided post-launch support via patches and bug fixes, in response to QA, client, and player feedback
- **Projects**
 - *Death's Door* - Android, iOS, PS4, PS5, Nintendo Switch, Xbox One S|X, Xbox Series S|X
 - *Gris* - PS5
 - *I Was a Teenage Exocolonist* - PS4, PS5, Nintendo Switch
 - *My Friend Pedro: Ripe for Revenge* - Android

Thornet Publishing – Quality Assurance Analyst June 2020–January 2021

- As the sole QA analyst, discovered and documented 150+ issues, bugs, and needed improvements, all maintained in detailed task boards and accurate reproduction steps
- Regular collaboration with the developer to ensure swift and robust solutions to software bugs
- Developed and executed test plans and workflows to ensure polished software deliverables

SKILLS

Programming

C#, C++, Rust, Python, Java, Lua, HTML, CSS, JSON, XML, SQL

Tools

Unity, Unreal Engine 4/5, .NET Core, .NET Framework, Visual Studio, Git, SVN, Perforce, Mercurial, UNIX, Confluence, Jira, Trello, Notion

EDUCATION

B.S. in Computer Science - Auburn University Samuel Ginn College of Engineering