

EXPERIENCE

Workinman Interactive

Game and Tools Engineer | October 2016 - Current
workinman.com

Client-based game studio in Rochester, NY. Contact me for unreleased or licensed projects not listed here.

Otto the Automaton

Led development on in-house build and workflow automation software for pre and post-processing batch builds of Unity games for multiple platforms and clients. Interfaces with the Slack API for info and commands. Integrates C# hooks for direct processing of builds inside of Unity. Built using Python with Bash scripting.

Little Tikes Connected Product Games

Developed engine, Bluetooth, and native iOS/Android/tvOS bridges as well as gameplay for upcoming Little Tikes connected toys. Unity/C# with Java/Objective-C native BLE.

Fisher-Price SmartCycle Games

Developed API, Bluetooth, and native iOS/Android/Fire/tvOS bridges as well as gameplay for Fisher-Price Tech City, SpongeBob Deep Sea Exploration, and Barbie Dreamtopia. Unity/C# with Java/Objective-C native BLE.

Yes And Games

Co-Founder | August 2014 - October 2016
yesandgames.com

Adventure Guild

Social, mobile MMORPG featuring asynchronous turn-based dungeon crawling. Funded by MAGIC Spell Studios at RIT and Kickstarter. Developed in Unity/C# with a Java server built from the ground up by a team of six.

Lazer Maze

Procedurally generated infinirunner that challenges the player to dodge lasers that fire to the beat of the music. Developed in Unity/C#, incorporating Game Center and GPGS.

Music Social, LLC

Game Designer | May 2014 - August 2014
hearplay.com

Hearplay

Massively-multiplayer browser-based and mobile game built to gamify and socialize the music listening experience. JS with PHP backend.

SKILLS

Game and Tools Software Engineering

Expert in 2D and 3D game software programming in Unity/C# and C/C++. Production experience programming in Java, Objective-C, Swift, Python, Bash, Haxe, and JS/Node. Your neighborhood Git Wizard. Familiar with several IDEs including Visual Studio, XCode, Android Studio. Lover of lightweight editors like Code and Atom. Experience in multiple C/C++ compilers including the Visual C++ compiler on Windows and Clang on Mac OS.

Networking and Connected Systems

2+ years of experience working on asynchronous and synchronous multiplayer services for games in C# and Java and in multiple communication protocols including TCP, UDP, WebSockets and more. Over a year of experience working on connected BLE products in C#, Java, and Objective-C.

Workflow and Automation

Familiar with software workflow including unit testing and scripting build systems such as CMake. Experience working on automation software that fits both development and production demands.

COMMUNITY

Roc Game Dev

rocgamedev.com

Admin and Workshop Coordinator at Roc Game Dev. Social meetups, jams, collaborative projects, workshopping and more.

EDUCATION

Rochester Institute of Technology

BS, Game Design and Development,
December 2015 | 3.98 GPA