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**EDUCATION:**

Rochester Institute of Technology, Rochester, NY  
Bachelor of Science in Game Design and Development, December 2019  
GPA 3.57

Honors and Awards:

- Dean's List Fall 2015, Spring 2016, Spring 2017, Fall 2017, Fall 2019
- 2018 NYS Game Dev Challenge (Odyssey, Student category, Second place)

**PROJECTS:**

VIPER (Discovery Machine, Inc.)

- An AI created to help teach student pilots in the U.S. Air Force and Navy to fly. Tasks included testing VIPER's behavior and coaching, bugfixing, adding new features, and improving existing ones.

VOCAT Dashboard (Discovery Machine, Inc.)

- A mobile app designed to accompany VIPER. Allows instructors to view pilot's progress and status in realtime. Tasks included UI design, implementation, and improvement.

Odyssey

- A birds-eye sci-fi shooter action game with an emphasis on story and choice. Tasks included design, implementation, and iteration of UI, levels, AI, and game mechanics.

**RELATED COURSES:**

- Rich Media Web Application Development I
- Web Design and Implementation
- Data Structures and Algorithms, Games, and Simulation II
- Math Graphical Simulation II

**SKILLS:**

- Computer Languages: C++, C#, Java, HTML5, CSS, Javascript
- Software: Audacity, Unity, Maya, Visual Studio, Photoshop

**EXPERIENCE:**

Discovery Machine, Inc. Williamsport, PA  
Software Engineer Intern January 2019 – August 2019

- Worked on VIPER and the VOCAT dashboard. Tasks included testing, bugfixing, design, implementation, improvement, and communication with team members.

Discovery Machine, Inc. Williamsport, PA  
Jr. Software Engineer January 2020 – Present

- Work on VIPER, doing testing, bugfixing, improvement, and communication with team members.