

## Career Objectives

As a programmer, to use my skills to create intense, memorable, and profitable experiences.

## Qualification Summary

- Experienced programmer with knowledge of and background in several different languages. (Java, C#, Javascript)
- Strong interpersonal skills best suited to work with others in team based environments.
- Self-motivated and capable of working independently.
- Open minded and adaptable to changing environments.
- Knack for finding creative solutions to difficult problems quickly.
- Dedicated to creating powerful, enduring experiences.

## Education

|     |   |      |
|-----|---|------|
| BFA | George Mason University, Computer Game Design         | 2016 |
| AS  | Northern Virginia Community College, Computer Science | 2010 |

## Awards

|   |      |
|---|------|
| National Society of High School Honors  | 2007 |
| Certificate of Appreciation, Virginia Office of the Attorney General                  | 2012 |
| <ul style="list-style-type: none"><li>• Awarded \$500 for produced product.</li></ul> |      |

## Experience

### New Kid On the Block Spring 2012

#### Programmer/Integration

Programmed dialogue trees, scene changes and integrated assets into the game.

### Spaceman With A Gun (SWAG) Fall 2013

#### Programmer

John Murphy  
Murphygamedesign21@gmail.com

Programmed artificial intelligence for enemies, player movement. Prototyped environment movement

## **Lucid Dreamers**

**Spring 2014**

### Lead Programmer

Programmed main puzzles, navigation, and GUI into the game. Organized programmers on the project.

## **Hack N' Runner**

**Spring 2014**

### Programmer

Programmed navigation system and a combo generation and management system.

## **Animal Kingdoms**

**Spring 2018 –**

### Lead Mechanics Designer

Tasked with designing the rules set and mechanics for this card game.

## **Employment History**

### **ToysRUs**

**2009 – 2012**

#### Sales Floor Associate

- Responsible for assisting customers by providing answers on product information and product recommendations.

### **Cost Plus World Market**

**2012 –**

#### Stock Associate

- Responsible for ensuring proper placement of product in the store. Responsible for assisting customers on product knowledge. Responsible for assisting customers with product loading.

### **Virginia Serious Games Institute**

**Fall 2016**

#### Quality Assurance Internship

- Responsible for assisting developers in identifying flaws in software including bugs, aesthetics, and creating a fair challenge.