

Education:

Boise State University: (Expected May 2022)

Bachelor of Science in Gaming, Interactive Media, and Mobile Development

- Lead on multiple client-based projects within the major.
 - Dean's list award winner with 3.7 GPA
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Summary of Qualifications:

- Designed and tested a wide range of game types: 2d, 3d, AR, VR, and flash style games, looking for bugs and emphasizing design elements to make a better player experience.
 - Created multiple prototype applications using industry standard game engines and applications (Unity, Unreal Engine4, Maya, Photoshop, Premiere Pro).
 - Cooperated in 4-to-6-man teams on 6-month client-based projects and comfortable with any group situation.
 - Vast understanding of game design elements and importance of fun but fair gameplay.
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Experience:

Lead Developer

GIMM 490 Unity Studio and Arcade

September 2021- Present

- Designed and developed a large-scale Unity Arcade space where a wide range of minigames are played.
- Multiplayer focused, able to have 20 players in the same room.
- Ability to play on Mac, PC, or VR.
- Oversaw development side of the project, with game setup and networking multiplayer elements.
- Cooperated with other leads in a 30+ man team, creating a final showcase of our progress in GIMM.

Game Designer and Lead Tester

GIMM 480 Unity Based Photon 2D Game: Path of Fire (unreleased)

September 2021- December 2021

- Brainstormed and Designed Gameplay elements and story elements from the ground up, utilizing multiplayer for storytelling.
- Developed AI and combat system elements to lead to a diverse array of abilities for each player.
- Using Unity and Photon, created a network with my team to connect a 2-player experience.
- Gameplay tested network, AI, and player controls to maximize player enjoyment.

Lead Game Designer and Developer

Unity Based AR Science Education Game for K-12 (unreleased)

January 2020- May 2020

- Designed from the ground up an AR based application to help children on the spectrum learn with technology.
- Oversaw the project as head of the Development, working in Unity and C#.
- Modeled 3d assets within Maya as well as animated and converted over to Unity.
- Cooperated alongside the clients to brainstorm ideas and apply them to the prototype.
- Coordinated with team members on Version Control with GitHub and progress on application through
- Presented prototype application and received feedback multiple times throughout development.