WORK EXPERIENCE

|  |
| --- |
| 2018 — 2020 |

 **Technical Designer • Games for Entertainment and Learning Lab**

*Quantum 3*

* Project Lead on *Quantum 3*, an educational match-3 puzzle game where fun meets
quantum physics! Funded by the National Science Foundation
* Designed and implemented gameplay systems and level progression
* Collaborated with the client, MSU’s Computational Mathematics, Science, and Engineering
department as well as the Department of Physics and Astronomy, to create a game that
teaches the fundamentals of physics while appealing to a younger audience
* Published a Proceeding of Science titled *Quantum 3: Learning QCD through Intuitive Play* for
the 36th Annual International Symposium on Lattice Field Theory

*Brain Powered Games – Africa*

* Project Lead on *Brain Powered Games – Africa*, a series of minigames built to test and
improve the cognitive functions of HIV exposed children in Africa
* Traveled to Uganda to field test the game and train local researchers

|  |
| --- |
| 2019 |

**Teaching Assistant • Michigan State University Department of Media and Information**

* Teaching Assistant for MI497 – Game Design Studio taught by Professor Jeremy Gibson Bond
* Assisted teams of 8-10 students on semester long game projects
* Provided the students with advice and mentorship on design, production, and programming

**EDUCATION AND TRAINING**

|  |
| --- |
| 2020 |

 **Michigan State University • College of Engineering**

* Bachelor of Science in Computer Science
* Game Design and Development Minor — Ranked 7th best Undergraduate Game Design
Program in the world by The Princeton Review

|  |
| --- |
| 2021 |

**Google UX Design Professional Certificate Program**

* 7-course program developed by Google to train people for professional roles in UX Design

|  |
| --- |
| 2017 |

* Hands on completion of all phases of Google’s design process, Empathize, Define, Ideate,
Prototype, and Test

**Dale Carnegie Course**

* Award-winning course founded by Dale Carnegie, author of ***How to Win Friends and
Influence People***
* Certified training in Human Relations, Leadership, and Effective Communication
* Rated in the Top 20 Leadership Training programs by TrainingIndustry
* Received the Leadership Award for giving the best talk during leadership week

**TECHNICAL SKILLS**

 C#, C++, C, Unity Engine, Unreal Engine, UML, Python, HTML/CSS, Java, PHP

**GAME DEVELOPMENT SKILLS**

UX Design, Systems Design, Level Design, Iterative Game Design, Rapid Prototyping, Game Feel,
 Small Team Leadership, Project Management, Client Contact