WORK EXPERIENCE

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| 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

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| 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**

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| 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

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| 2021 |

**Google UX Design Professional Certificate Program**

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

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| 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, Figma, Python, HTML/CSS, Java, PHP

**GAME DEVELOPMENT SKILLS**

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