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| **WORK EXPERIENCE** |
|  **Technical Designer • Games for Entertainment and Learning Lab** | 2017 — Present |
|  | *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 through *Quantum 3’s* release on the AppStore and GooglePlay
* Client work with MSU’s Computational Mathematics, Science, and Engineering department as well as the Department of Physics and Astronomy to create a game that appeals to a younger audience to better teach them about fundamental physics
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|  |  *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
* Redeveloped original games from 2013 initially created for psychological research
* Traveled to Uganda to field test the games and train local researchers
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|  Teaching Assistant • Michigan State University Department of Media and Information | 2019 — Present |
|  | * Teaching Assistant for MI497 – Game Design Studio taught by Professor Jeremy Gibson Bond
* Assisting teams of 8-10 students on semester long game projects
* Providing advice on production, design, and programming throughout the semester
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| **EDUCATION** **AND TRAINING** |
|  **Michigan State University** • **College of Engineering** *Expected Graduation: May 2020* | **2014 — Present** |
|  | * Bachelor of Science in Computer Science
* Game Design and Development Minor — This minor is the #7 ranked undergraduate program in the world for game design
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|  **Dale Carnegie Course** | **2017** |
|  | * 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 by TrainingIndustry
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| **TECHNICAL SKILLS** |
|  | * C#
* C++
* Unity Engine
 | * Unreal Engine
* Python
* HTML
 | * CSS
* Java
* PHP
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| GAME DEVELOPMENT SKILLS |
|  | * Small Team Leadership
* Project Management
* Client Interactions
 | * Systems Design
* Level Design
* Rapid Prototyping
 | * Iterative Game Design
* Game Feel
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| **ACHIEVEMENTS/CERTIFICATIONS** |
|  | * Received the Dale Carnegie Leadership Award for giving the best talk during the leadership week.
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|  | * Published a Proceeding of Science titled *Quantum 3: Learning QCD through Intuitive Play* for the 36th Annual International Symposium on Lattice Field Theory
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