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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 | | | |
|  | *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 | | | |
| 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 | | | |  | | |
| **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 | | | |
| **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 | | | |
| **TECHNICAL SKILLS** | | | | | | | |
|  | * C# * C++ * Unity Engine | * Unreal Engine * Python * HTML | * CSS * Java * PHP |  | |  | |
| GAME DEVELOPMENT SKILLS | | | | | | | |
|  | * Small Team Leadership * Project Management * Client Interactions | * Systems Design * Level Design * Rapid Prototyping | * Iterative Game Design * Game Feel |  | |  | |
| **ACHIEVEMENTS/CERTIFICATIONS** | | | | | | | |
|  | * Received the Dale Carnegie Leadership Award for giving the best talk during the leadership week. | | | | | | |
|  | * Published a Proceeding of Science titled *Quantum 3: Learning QCD through Intuitive Play* for the 36th Annual International Symposium on Lattice Field Theory | | | | | | |