

## Summary

I am seeking a challenging and rewarding position where I am solving problems by coming up with creative solutions that leverage existing and emerging technology or code. I seek a position where I am designing systems and seeing them through; systems that are expandable/adaptable, but also have simple and intuitive ways of interacting with them.

## Experience

- Designed and developed Fog of War system and level editor
- Sent data between Google Earth and Game via Websockets and http requests
- Developed network interface to send transform and other data between system that interfaced with swarm units, to move, control and display information inside Game
- Worked with team to develop UT2004 Multiplayer game mode Mod called BioFields
- Developed full 2D game Engine and small game within the time period of a class
- Wrote simple Java OS and disassembler in assembly
- Worked with team on a school campus social game to be used for new students
- Developed movement and camera system for a flying Boat in Unity (prototype for friend)
- Currently developing Android application that focuses on Grocery store items and their prices
- Created full website using SQL, PHP, HTML, JavaScript, and CSS use for organizing ranked gaming team

## Skills

- Effective interaction with customers, students, co-workers and all levels of management
- High integrity handling confidential security sensitive material
- Capable of keeping highly confidential material confidential
- Great problem solving skills and excellent analytical thinker
- Windows, Linux and Macintosh experience
- Perforce, Git, CVS
- Visual Studio, KomodoIDE, JetBrains, Netbeans, Eclipse, Android Studio, Adobe Premier, Photoshop, PageMaker, Adobe Flash Professional, Adobe Flash Builder, Beyond Compare, Visio, Excel, Word
- C/C++, C#, Java, PHP, HTML, CSS, JavaScript, TorqueScript, UnrealScript, MEL, ActionScript, XML, JSON, YAML, Perl, Python
- Torque Game Engine (TGE), And Torque 3D (T3D), Unity, Unreal Engine, Source Engine
- Facebook API, League of Legends API, Google Play services

## Employment

### **ESAL PLLC (Boeing-Contractor), Lead programmer Kirkland, WA Apr 2006 to Apr 2015**

Development of Application/Simulation/Game (Serious Game) used in visualization, command/control of quad rotors, and interactive films. I work on GUIs, system design within TGE, TGEA and Torque 3D in C++ and TorqueScript. DTS exporter for Maya and other MEL/Modeling package scripts for art pipeline. ActionScript for UI elements that were integrated into Torque using GameSWF. Networking code in C++, Perl, Python and later some JavaScript/HTML. Other tools for miscellaneous tasks usually in C#.

## Education

University of Washington Bothell                      Computer and Software Systems (CSS), Bachelor's Degree  
Bothell, WA    2006-2011

New Market Vocational Skill Center (Non-required)

DigiPen 3D Animation Summer Class                      Tumwater, WA    2004  
Professional Medical Careers Summer Class                      Tumwater, WA    2003