

SKILLS

Languages & Tech Tools

C/C++, C#, TypeScript/JavaScript, ReactJS, HTML & CSS, Java, OpenGL, ASP.NET, Linux
git, npm, Webpack, Visual Studio Professional, Visual Studio Code, Unity, TeamCity, NuGet,
Emacs, LaTeX

EXPERIENCE

Software Team Lead

July 2020 to Present

Vention

Montreal, QC

- Led a small team in developing a robust infrastructure for customer-facing industrial software applications
- Developed and shipped a number of time-sensitive client projects, including palletizing and path-following software applications
- Interacted extensively with other teams to align on specific business goals and meet expectations
- Planned and organized project tasks for the team via Github tickets
- Implemented new features in both the engine and frontend of MachineLogic, which is the company's code-free programming language

Software Engineer I

January 2018 to June 2020

Big Huge Games

Timonium, MD

- Developed and maintained the data pipeline - from data entry, to data validation, to data publishing - for *Arcane Showdown*
- Designed, built, and maintained a live operations scheduling and publishing web application for *DomiNations*
- Implemented a localization system for *Arcane Showdown* which allowed the game to be released in different languages
- Implemented game features on all parts of the stack, including tools, Unity client, and game servers
- Met weekly with various disciplines to discuss ways to improve the UX of the company's tools
- Initiated company-wide React and TypeScript code sharing via a private npm repository
- Worked within the Agile framework, in which I planned sprint work, attended daily stand-ups, and participated in retrospectives

Teaching Assistant for Intro to Video Game Design

September 2017 to December 2017

Johns Hopkins University

Baltimore, MD

- Assisted beginner programmers in the development of 2D game engines using the SDL2 library

Software Engineering Intern

May 2017 to August 2017

Big Huge Games

Timonium, MD

- Developed a tool based on the GTK toolkit to improve the workflow of the quality assurance team for *DomiNations*
- Wrote a comprehensive user manual that explains how the tool functions for both technical and non-technical users

Software Engineering Intern

May 2016 to August 2016

Sparkypants Studios

Baltimore, MD

- Developed an application to measure and report memory usage and run times for all game systems in *Dropzone*

EDUCATION

Johns Hopkins University

September 2014 to December 2017

Baltimore, MD

- B.S. in Computer Engineering (Magna Cum Laude)
- 3.53 GPA (Cumulative)
- *Relevant Coursework:* Computer Graphics, Object Oriented Software Engineering, Linear Algebra, Video Game Engines and Design, Operating Systems, Data Structures, Introduction to Renewable Energy Engineering