
Skills

- **Technical** – Blueprints, C#
- **Engines** – UE4, Unity
- **Content Development Software** – Photoshop, Premiere Pro
- **Level Design** – Documentation, World Building

Team Experience

Awakening

Team Serene, Fall 2017

Senior Programmer

Responsibilities:

- Programed two of the games main mechanics
- Designed and implemented UI using UMG

StarBase

Team StarBase, Summer 2017

Senior Programmer

Responsibilities:

- Programed the player controller and environment destruction

Possessive

Team Hex, Spring 2017

Programmer

Responsibilities:

- Programed character controller and environment interaction
- Created fire particle effect for environment

Education

Digital Media
Bachelor of Arts

University of Central Florida
December 2017