



## SKILLS

### Technical Games

C# / C++ / AWS (S3, Lambda, API Gateway, Cognito) / HTML / JS / CSS / Python  
Unity3D / Unreal 4 / VR (Tethered, Mobile) / AR / Mobile / PC / Web

## PROFESSIONAL EXPERIENCE



### Lead XR Developer

Elara Systems LLC (May 2019 - Present)

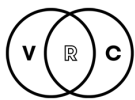
Provided game engineering and design expertise to create engaging VR, AR, and mobile experiences. Coordinated development tasks across a team of 6 teammates and successfully delivered applications across several platforms, such as **Minnow Meadow** (Unity, C#, HTML5), **Alcon Experience Academy VR** (Unreal, C++, Blueprints, VR), and **InnerVoice** (Unreal, Java, Blueprints, Android).



### Technical Designer

20th Century Fox (May 2018 - December 2019)

Delivered UE4 prototypes investigating creating interactive experiences using film industry assets. Primary responsibilities included drafting high level interaction design documentation and implementing those designs with UE4 blueprints.



### Interaction Software Engineer

The Virtual Reality Company ( Oct 2016 - May 2018 )

Conducted User Experience research and developed Analytics, Controller, and UI functionality for the Unity3D experience, **Raising a Rukus** (2017). Featured on GearVR and IMAX VR.

Systems Engineer and Designer on the UE4 iOS mobile AR game, **Follow Me Dragon** (2017).

Systems and Interactive Engineer on the UE4 VR ride, **Jurassic World: VR Expedition** (2018). Featured at 112 Dave & Buster's locations.



### Game Designer / Developer

BioStream Technologies, LLC ( June 2016 - Present )

Provided game production, design, and Unity3D development services for a serious game targeting therapeutic activities for children with autism.



### Junior Game Designer

Disney Consumer Products ( Nov 2015 - June 2016 )

Assisted in designing products for the **Playmation** toy line. Outlined design concept documentation, prepared game flow diagrams, and created interactive narratives for players.

Collaborated with the Digital Innovation Team at DCP, developing Unity3D prototypes for mobile, VR, and PC/Mac.

## HONORS

Disney Inventor Award (2016)  
Outstanding Master's Award (2014)  
Research Excellence Award (2014)

GLS 10.0 Conference Speaker (2014)  
Intel University Games Showcase at GDC (2014)  
Drexel Commencement Speaker (2012)

## EDUCATION

**2012 - 2014, Drexel University** | MS in Digital Media (3.97 GPA, Outstanding Master's Award)  
**2007 - 2012, Drexel University** | BS in Information Technology (3.94 GPA, Summa Cum Laude)