

SUMMARY

- Experienced game software engineer and technical project manager
- 10+ years experience developing in multiple revisions of the Unreal Engine
- Shipped projects on multiple versions of Unreal (UE2 through UE4), as well as R&D experience in UE5
- Shipped projects on PC, OS X, iOS, Android, PS4, PS5, Xbox One, Xbox Series X|S, Switch

PROFESSIONAL SUMMARY

Shipwright Studios

July 2023 - Present

Principal Engineer

- Engineer focused on providing outsource services to clients based on my years of experience working in the Unreal Engine, as well as experience shipping on multiple platforms.

Squanch Games

Dec 2019 – June 2023

Lead Tech Engineer

February 2023 – June 2023

- Shifted to managing a team focused on porting and long-term vision for the studio

Lead Gameplay Programmer

Dec 2021 – February 2023

- Gameplay team manager for High on Life

Senior Gameplay Programmer

Dec 2019 – Dec 2021

- Senior gameplay programmer on High on Life

Tripwire Interactive

Jan 2017 – Nov 2019

Principal Gameplay Programmer

April 2019 – Nov 2019

Lead Gameplay Programmer

July 2017 – March 2019

- Team lead, managing group of gameplay programmers on all internal projects.
- Continued gameplay work on Killing Floor 2 and Maneater features

Senior Gameplay Programmer

Jan 2017 – July 2017

- Senior gameplay programmer for Killing Floor 2.
- Primarily responsible for new feature development of post-release content.

Hi-Rez Studios

June 2014 – Jan 2017

Lead Software Engineer

March 2016 – Jan 2017

- Manager for programmers on Smite and Hand of the Gods teams, as well as primary gameplay developer.

Senior Game Programmer

June 2014 – March 2016

- Senior gameplay programmer for the Smite PC, Xbox One, and PS4 teams.

Psyonix

May 2011 – June 2014

Technical Director

Sept 2013 – June 2014

- Technical Director and primary engine/platform programmer on since cancelled mobile UE3 title.

Platform / Gameplay Engineer

May 2011 – Sept 2013

- Progressed from role of gameplay engineer into a platform engineer role, responsible for integration of code from external partners, as well as specific platform needs.

SHIPPED PROJECT DETAILS

High on Life (UE4)

Dec 2019 – June 2023

<https://squanchgames.com/high-on-life/>

- Primarily responsible for new gameplay systems including player traversal, modular weapons, player input, and gamepad aim assists.
- As lead of gameplay shifted my engineering focus on performance and optimization with a focus on consoles
- As lead of tech, shifted to focusing on porting the game to the PlayStation family of systems as well as a partial focus on long-term vision for the engineering team including workflow comparisons between UE4 and UE5, as well as creating a rough timeline for porting existing systems to UE5.

Maneater (UE4)**Oct 2018 – Nov 2019**<http://maneatergame.com>

- Manager for the gameplay programming team consisting of both in-house and contracted programmers.
- Led refactor and game thread optimization efforts for gameplay-systems after bringing project in-house.
- Primary developer on systems controlling AI spawning and despawning using an open world-focused system.

Killing Floor 2 (UE3)**Jan 2017 – Oct 2017**<http://killingfloor2.com/>

- For KF2 work, primary responsibilities are for long term feature development and multiplatform support
 - Developed set of functionality for daily, weekly, and seasonal functionality for long term player retention
 - Created an in-level minigame framework for our summer carnival event and map, Tragic Kingdom
 - Reworked boss framework to support upgraded variants of our stock monsters that take the place of bosses
 - Continued support in the creation of new weapons

Hand of the Gods (UE4)**April 2016 – Jan 2017**<https://www.handofthegods.com/>

- Lead software engineer for 1v1 competitive strategy title using Unreal Engine 4
- Primarily responsible for new gameplay feature development, as well as ongoing support of future non-PC platforms
- Led initial green light phase using Unreal Engine 3, as well as initial port to Unreal Engine 4

Smite (UE3)**June 2014 – July 2016**<http://www.smitegame.com>

- Lead software engineer for the Smite gameplay team
 - Primarily responsible for managing gameplay team for ongoing god and gametype development in Smite, as well as high level ongoing feature development.
- Led effort to recombine Smite Console and PC branches into a single unified development branch
- Previously involved in development of new gods, including Awilix, Medusa, and Nox
- Primary client developer on Smite PC's Season 2 spectator redesign, as well as Smite Console's spectator mode and Windows viewer client

Rocket League (UE3)**Sept – Oct 2013**http://www.psyonix.com/dt_portfolio/rocket-league/**ARC Squadron (UE3)****May 2011 – Jan 2013****ARC Squadron: Redux (UE3)****May 2013 – Oct 2013**<http://www.arcsquadron.com>**EDUCATION****DigiPen Institute of Technology****B.S., Real Time Interactive Simulation (Computer Science), Math Minor****May 2010**