

OBJECTIVE

Fulltime gameplay programming or gameplay manager position in PC/Console gaming.

SUMMARY

- Experienced engineer and technical project manager
- 10+ years experience developing in multiple revisions of the Unreal Engine
- Multiplatform experience, including Windows, OS X, Xbox One, PS4, Switch, Stadia, iOS, Android, and Fire OS
- Worked on 2 UE4 PC/Console titles, 2 Mobile UE3 titles, 3 PC/Console UE3 titles, 2 UE3 mods
- B.S. in Real Time Interactive Simulation (Computer Science) program at DigiPen

TECHNICAL SUMMARY

Languages: C/C++, C#, Objective-C, Java, Unreal Script
IDEs and Source Control: Visual Studio, Xcode, Perforce
Game Engines: Unreal Engine 2, 3, & 4
Methodologies: Agile/SCRUM, Waterfall

PROFESSIONAL SUMMARY

Squanch Games

Dec 2019 - Present

Senior Gameplay Programmer

- Senior gameplay programmer on new internal projects.
- Primarily responsible for new gameplay systems, as well as helping mentor junior developers.

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

Maneater

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**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**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**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**Sept – Oct 2013**http://www.psyonix.com/dt_portfolio/rocket-league/

- Developer on initial work for the Mac OS X port of Rocket League
- Responsible for integration of external code (Steamworks, WWise, Bullet physics) into UE3
- Maintenance of standalone Xcode project used for native debugging on OS X

ARC Squadron**May 2011 – Jan 2013****ARC Squadron: Redux****May 2013 – Oct 2013**<http://www.arcsquadron.com>

- Responsible for creation and submission of all retail binaries
- Responsible for 3rd party integration (Gamecenter, Google Play, Amazon, etc) and engine modification for supported and experimental platforms (iOS, Android, Fire OS)
- Assisted in development and maintenance of gameplay and game flow code
- Developed object-based UI system for mobile titles
- Developed multiplatform client code for custom internal analytics solution, Psyonix-based ad system, and multiplatform customized music playback system
- In charge of final framerate and load time optimization, memory reduction, and overall reduction of unique shaders

Unreal Demolition (UT3 Mod) – Producer, Designer, Gameplay Engineer**Nov 2007 – Mar 2010****Unreal Demolition (UT2004 Mod) – Producer, Level Designer****Feb 2004 – Sept 2006**<http://www.unrealdemolition.net>

- As Producer/Designer, led team of 5 programmers and artists in US, Canada, England, and Russia. Set development schedule, created and assigned tasks, and coordinated releases.
- As gameplay engineer, implemented game modes, modifications to the Unreal Engine vehicle system, object additions, UI modifications, and other external tools.
- As level designer, created original levels used for distributed builds.

EDUCATION**DigiPen Institute of Technology****B.S., Real Time Interactive Simulation (Computer Science), Math Minor****May 2010**