



I want to help build your next game.  
Can program, design, and do art.

## Skills

Language	C, C++, C#, Unreal Script, Java
API / Framework	XNA, OGRE 3D, Unreal Engine, DirectX, OpenGL, Silverlight
Software	3D Studio Max, Maya, Photoshop, Blend, Director, Flash, Audacity

## Work Experience

Microsoft '08-	<b>Software Design Engineer in Test</b> Developed tools and frameworks to support image processing pipelines and real-time content delivery system for Bing Maps.
USC '07-08	<b>Game Lab TA</b> Mentored and led 9 student game development teams to build complex video games across 5 different courses.
Alelo '06-07	<b>Game Developer Intern</b> Developed and refined several features in <i>Tactical Iraqi</i> , an educational video game built using the Unreal Engine.
Cardinal Health '05-06	<b>Software Engineer Intern</b> Found and fixed critical memory leaks in the embedded software core running on a medical infusion device. Built and enhanced existing internal support tools.
Altoris '04-05	<b>Software Developer</b> Wrote the core foundation, UI, and other key components of a science informatics software used to identify common substructures in a chemical dataset. Designed corporate identity and built company's website.

## Education

USC Class '08	<b>Master of Science</b> Computer Science Major
UC San Diego Class '06	<b>Bachelor of Science</b> Biology Major Computer Science Minor



## Game Portfolio

Artemis Chronicle Nitro X '09-10	<b>Development Director</b> Led a team of 10 to create an open-source XNA 3D game engine and a game that uses it. <a href="http://www.chimeragamestudios.com">http://www.chimeragamestudios.com</a>
New Duck Hunt '07	<b>Lead Programmer, Art Director</b> Led a team of 5 to create a hi-fidelity remake of the original Nintendo classic, utilizing the Wiimote. Eventually decided to make a spoof video. <a href="http://www.youtube.com/watch?v=ljyhF8c4AUo">http://www.youtube.com/watch?v=ljyhF8c4AUo</a>
Drum Hero '06	<b>Lead Programmer, Art Director</b> Directed engineering and art efforts in a beat-matching music game for the PC.
Tactical Iraqi '06-07	<b>Developer</b> Developed this game with Alelo. <a href="http://www.youtube.com/watch?v=zUr8k73D8zY">http://www.youtube.com/watch?v=zUr8k73D8zY</a>
Ground Truth '07	<b>Lead Programmer</b> Led a team of 4 to work with Sandia National Labs to develop a RTS used to simulate wide-scale disasters in a large city. <a href="https://share.sandia.gov/news/resources/releases/2007/groundtruth.html">https://share.sandia.gov/news/resources/releases/2007/groundtruth.html</a>
Petals of Pandora '06	<b>Developer</b> Designed and programmed in-game UI for a 3rd person shooter game. Engineered FMOD-based audio engine. <a href="http://pisa.ucsd.edu/cse125/2006/cse125g2/">http://pisa.ucsd.edu/cse125/2006/cse125g2/</a>

## Screenshots

