

Skills

Languages	C#, C++, C, Python, Java, Posix Shell, JavaScript, HTML5, CSS3, Lua
Domains	Game Engines & Structure, Networking (Protocols, Remote Calls), Graphics, Tools
Technologies	Unity (Game Engine), OpenGL, Vulkan, Protocol Buffers, Django, Qt, Jenkins CI, Git, Perforce
Business Applications	Jira, Microsoft Office, GSuite
Development Platforms	Unix, Linux, OSX, Windows, iOS, Android

Experience

Electronic Arts - Software Engineer Sacramento CA **September 2017 - Present**

- Part of the Live Engineering team for the major mobile game *Star Wars: Galaxy of Heroes*.
- Developing game features and tools to help our live team deliver content at a rapid pace.
- Write and test reliable code for many areas of the game ranging from the game client to the server, build infrastructure, and tools.
- Help the team stay productive by delivering tools to assist critical processes and deliver insights.

React Games - Software Engineer Salt Lake City, UT **February 2017 - August 2017**

- Developed rapid prototypes for games utilizing AR technology.
- Maintained build system, supported rapid iteration.

Electronic Arts - Software Engineer Salt Lake City, UT **September 2014 - February 2017**

- Worked on the blockbuster mobile games *Minions Paradise*, *The Secret Life of Pets: Unleashed*, and *Star Wars: Galaxy of Heroes*
- Implemented new features and subsystems for game clients using test driven development methodologies.
- Fixed bugs and improved code quality on an inherited and complex codebase.
- Developed scripting systems to assist iteration on rapidly changing gameplay features.
- Helped manage and maintain the team's Jenkins CI build system and build boxes.
- Helped resolve urgent issues and held pager duty responsibilities during live service periods.

KIXEYE - Junior Software Engineer San Francisco, CA **July 2013 - August 2014**

- Developed quality features and systems for mobile real-time strategy game *War Commander: Rogue Assault*.
- Worked with artists and designers to implement many gameplay and user interface features.
- Collaborated with a large team of developers using Perforce, Subversion and Jira.

Education & Mentionable Achievements

Canyons Technical Education Center - Academy of Information Technology Salt Lake City, UT **Summer 2013**

- IBM 2012 Master the Mainframe Contest, Honorable Mention
- Outstanding Programmer Award at Canyons Technical Education Center, 2012-2013

References

References are available upon request.