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## WORK EXPERIENCE

**Virtual Maker** | Remote, MA May 2024–Present  
Software Developer

- Prepped the interactable objects/props for a client’s **VR, Multiplayer-Netcode** game
- Full-stack **web development** work on internal projects and **Unity** work on **B2B contracts**
- For [Buildalon website](#): worked with **Azure** tables, **Octokit.Net**, & **Stripe API** on the back-end
- Utilized **C#, Svelte, Git, Unity, TailwindCSS, TypeScript, Notion**, and **Firebase**

**1Ton Games** | Remote, NY March–August 2023  
Game Programmer

- **Refactored existing architecture** (e.g. event systems, popups, analytics, & puzzle generation) and coded new features (e.g. “reveal” power, friend leaderboard, & tutorial system) for the word game, [Addagrams](#), to launch in May 2023 on both Android and iOS (5K downloads in 1st month)
- Halved file sizes and decreased read time of puzzle data by converting from JSON to binary
- Utilized **C#, Unity, Git, Atlassian (Bitbucket, Confluence, Jira)**, and **Firebase**

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## PROJECTS

**TailwindUSS** July 2024–Present  
Programmer Solo

- Unity package that **recreates the TailwindCSS framework in C# for the UI Toolkit** system
- Provided **intellisense for UXML & USS files via VSCode extensions** written in TypeScript

[Artemis](#) May 2022–May 2024  
Programmer Solo

- Open-source, narrative tool for Unity that accesses conditions and data to give the most appropriate and important delivery at any given time
- **Developed 9 unique scriptable objects responsible for flags, narrative logic, and asset creation**
- **Implemented code samples, enumerator script compilation, saving/loading capabilities, custom editors, and user manual documentation** to maximize its approachability

[Project Nautilus](#) August 2021–May 2022  
**Technical Director, Narrative Director** **Team Size: 21**

- First-person, exploration-based game built in Unity where the player takes the role of a remote drone operator working for Isthmus, a mega corporation, piloting into the unknown depths below
- **Coded the sparse voxel octree used for the enemy pathfinding**, the game’s system for narrative delivery, and **customizable subtitle UI** that utilized Ink tags. Also **managed 4 other programmers**
- Ran writer’s rooms of writers and designers to structure the narrative arc, did developmental editing, **managed the writing team of 4**, and **oversaw the pipeline for narrative implementation** of: 50 emails, 70 voice lines, and the opening/[ending](#) sequences
- Worked in **agile, 1-week scrum sprints** with a total of 471.68 hours logged

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## EDUCATION

**Champlain College** | Burlington, VT  
*Bachelor of Science Degree in **Game Programming** with a minor in Writing*