

SKILLS

- Application and Web Development
- Program Analysis
- Code Documentation
- RDBMS Proficiency
- Graphic Design

TOOLS

- C#, .NET Framework, ASP.NET, JS, C++
- Profiling, Debugging, Testing, Validation
- Git, SVN, Perforce, TFS
- MS SQL, SQLite, Sybase, IBM DB2
- Photoshop, Illustrator, Affinity,

EXPERIENCE

Medical Data Systems – Software Developer

2022 - Present

- Owned critical business processes including ACH Processing, Credit Card Processing, and Letter Operations
- ACH and Credit Card Services processed millions of dollars of customer payments daily
- Letter Operations processed and generated tens of thousands of custom statements daily
- Created and maintained multiple RESTful API Services to integrate different business programs
- Maintained and modified ASP.NET web applications and services for client facing and internal use
- Integrated with several large scale Big Data SQL Databases and maintained the Letter Operations Database
- Created, maintained, and documented numerous internal C# .NET Framework business programs
- Organized and led effort to transition hundreds of programs from outdated source control into Git + GitLab
- Trained team members to use Git effectively and created best practice reference documentation
- Used my wide domain knowledge to solve and troubleshoot system wide issues as they arose

Timespace Studios – *Into the Infinite* – Lead Game Programmer, Producer

2019

- Created Procedural Level System which created endless unique level layouts at runtime (Core Mechanic)
- Created Weapon Re-roll System that managed score chains and weapon tier progression (Core Mechanic)
- Identified and implemented numerous runtime optimizations to hit performance targets
- Created and maintained Animation Control System, Animation Blueprints, and Combo Blend System.
- Created game modes including Boss Fights and Endless Mode which integrated various gameplay systems
- Setup and maintained AWS EC2 instance that hosted version control
- Trained team members in using C++, Unreal Engine 4, Perforce, and SVN
- Organized team of 13 people to hit deadlines and release on Steam
- Created and maintained production documents including Burndown, Gantt, Backlog, Pipeline, ASG, and GDD

Dead Level – *Sanguine Soul* – Lead Game Programmer, Producer

2018

- Created Engine Tools for other developers to reduce bugs and expedite high quality production
- Created Ability Pickup System which allowed the player to acquire new abilities (Core Mechanic)
- Created Enemy Weakpoint System that was a core component of the combat loop
- Created Dynamic Enemy Spawner System for room encounters and dynamic difficulty
- Developed Ability Component Framework which was heavily leveraged by the player and all enemies
- Assisted material artists with Dynamic Material implementations for enemy spawn and death VFX
- Trained team members in using C++, Unreal Engine 4, and Git
- Organized team of 15 people to hit deadlines and release on Steam
- Created and maintained production documents including Burndown, Gantt, Backlog, Pipeline, ASG, and GDD

Parallel Productions – *Reflector* – Lead Game Programmer, Producer

2018

- Programmed all aspects of the game
- Created Reflector Beam and Panel Puzzle System (Core Mechanic)
- Created Dynamic Camera System that transitioned between player and beam view (Core Mechanic)
- Created Developer Tools that allowed beam bounces to be tracked for planning and designing levels
- Created Free Look Camera System that allowed for precise aiming without losing control of the character
- Created Early Functional Prototype to determine technical and gameplay feasibility
- Managed team of 7 people to present the game at OrlandoX gaming and technology conference

EDUCATION

University of Central Florida

- Bachelor's – Digital Media (Game Design Track) - Computer Science Focus