

WORK EXPERIENCE

Visceral Games, Gameplay Engineer Intern – Redwood Shores CA, Summer 2011

Implemented player abilities and enemy behaviors for an unannounced AAA console action game.

Electronic Arts, Gameplay Engineer Intern – Redwood Shores CA, Summer 2010

Implemented gameplay systems for *The Sims Medieval*, taking engineering ownership of the merchant profession and all commerce/shopping mechanics.

BioWare Austin, Gameplay Engineer Intern – Austin TX, Summer 2009

Created an in-game combat simulator for *Star Wars: The Old Republic* (MMO) with combat data telemetry. Designed and implemented a web-based tool to allow combat designers to compare combat ability stats.

Electronic Arts, Gameplay Engineer Intern – Redwood Shores CA, Summer 2008

Implemented gameplay features and systems for *The Sims 3*, working closely with producers, designers, artists, and system engineers. Aided designers in developing and refining object and NPC behavior.

EDUCATION **CMU Entertainment Technology Center**, Master of Entertainment Tech., May 2012

Carnegie Mellon Univ., B.S., Electrical & Computer Engineering, May 2010 (GPA: 3.6/4.0)

CURRENT PROJECT

Core Action Game with Kinect Full Body Motion Control (Fall 2011 – Spring 2012)

<http://www.etc.cmu.edu/projects/action-in-motion/>

As lead programmer and co-designer in a group of 4, prototyped and iterated on techniques for Microsoft Kinect motion control as applied to hack-and-slash game combat. After generating a very successful Unity3d tech demo, we have now secured university approval to continue full-time development into 2012.

OTHER PROJECTS

Lead Designer, BioWare San Francisco Browser Game Competition (1st Place) (Summer 2010) – Led a team of 6 to design, prototype, and pitch a social Facebook game for core gamers, as part of a 10-week competition. We won first place (as judged by a panel of EA and BWSF leadership).

Wii-Remote Conducting of Synthesized Music (Fall 2009) – Led 3-person team designing and implementing music synthesizer and gesture analysis algorithms on a Texas Instruments DSP. Users control playback of music by “conducting” with the Wii remote in time with the music.

Videogame Music Band (2008-present) – Playing/recording in a rock band dedicated to music from games. Recent highlights include being tweeted by Blizzard, contributing to indie-game cancer fund-raiser CDs *Songs for the Cure 2010* and *2011*, and performing in the same festival as *Final Fantasy* composer Nobuo Uematsu!

Game Development, Game Creation Society (2006-2010) – Coded, composed music, designed sounds, and designed/prototyped for over a dozen independent games.

RELEVANT SKILLS

Programming: Proficient in C, C++, C#. Experience in Java, Python, ActionScript 3, JavaScript, Haskell. Experience with Xbox 360 Development Kit, Unity3d.

RELEVANT COURSEWORK

Building Virtual Worlds (CMU ETC)

Game Design (CMU ETC)

Designing Social Values in Board Games (CMU ETC)

Computer Graphics

Digital Signal Processing Systems Design

Embedded Real-Time Systems