

## 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