

Software Developer | MS Game Development

*I am a multi-faceted, technically empowered Game Developer seeking a chance to complement the efforts of a passionate development team.*

[Portfolio](#) [LinkedIn](#)

**Languages:**  
C#, C++, HLSL,  
GLSL, Assembly

**Engines/Frameworks:**  
Unity, Unreal Engine,  
Godot, EnTT

**Systems & Tools:**  
ECS, Profiling & Optimization, Physics Simulation, Git,  
PS5 Dev Kit, Jira, JSON, modest UI/UX experience

### Featured Game

[Echoes in the Mists \(Souls-Like Game | Unity | PC/Steam Deck/itch.io\)](#) 2024 - 2025

- Led engineering and production.
- Project quality and my personal contributions earned both Faculty accolades and a later GDC showcase.
- Built and maintained scalable infrastructure, coordinating weekly builds and playtests over eight months.
- Engineered all gameplay systems and tools that enabled delivering a full-scale Souls-like featuring 30+ enemy variants, 8+ gameplay-altering charms, and a large interconnected world.
- Profiled & resolved bottlenecks using tools such as the Unity Profiler and Frame Debugger.

### Work Experience

Lead Engineer (Contract) | Starsouls Studios – Herdspun Harvest, Unity (C#) 2026 - Present

- Led engineering on a 2-person team, delivering an approved milestone build for a mobile and web game.
- Built an active ragdoll and procedural animation system for stable, cute goat motion, receiving enthusiastic client feedback.

Founder & Software Developer (Independent) | Wyrdware LLC 2022 - Present

- Developed Mosaic, a Unity package that turns gameplay systems into plug-and-play modules, enabling small teams and non-programmers to build mechanics that once required specialized engineers.
- Applied research from systems like Unreal Engine's GAS, For Honor's Modifiers, and ECS frameworks such as EnTT and DOTS Entities to develop Mosaic's modular architecture.
- Presented at **GDC 2025 at the Empire State Pavilion**.

Programmer | SUNY Poly – Faculty Led Project 2023

- Developed C++ debugging tools to support teaching Data Structures & Algorithms.

### Education Experience

**MS, Game Design and Development** | Rochester Institute of Technology

**BS, Interactive Media and Game Design** | SUNY Polytechnic Institute | **GPA 3.96**

- Minor: Computer Science (advanced coursework)
- Academic Achievement Award (highest GPA)

**AAS, Computer Information Systems** | Hudson Valley Community College

Graduate Instructor | West Virginia University 2025 - Present

- Developed and taught graduate-level UI/UX emphasizing technical implementation in engine.
- Topics include UI/UX patterns, Figma to engine implementation workflows, and UX strategy in studios.
- Partnered with AbleGamers to embed accessibility as a technical requirement in production pipelines.

Teaching Assistant | Data Structures and Algorithms 2 – RIT 2024

- Conducted code reviews and mentored students on C++/OpenGL data structure implementations.