

Game Engineer | MS Game Development

Building performant software for simplicity and developer ergonomics.[Portfolio](#) [LinkedIn](#)**Languages:**C#, C++, GLSL,
Assembly**Engines/Frameworks:**Unity, Unreal Engine,
Godot, EnTT**Systems & Tools:**ECS, Profiling & Optimization, Physics Simulation, Git,
PS5 Dev Kit, Jira, JSON, UI/UX**Work Experience****Lead Engineer** (Contract) | StarSouls Studios – Herdspun Harvest, Unity (C#) **2026 - Present**

- Led engineering for a 2-person team to deliver a mobile prototype that directly secured follow-on funding and a demo release on iOS/Android.
- Developed a **MVC** architecture that accelerated feature iteration and expansion.
- Implemented offline progression and analytics systems to support early user testing.

Founder & Software Developer (Independent) | Wyrardware 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 in hours instead of days.
- 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.

Project**Echoes in the Mists** (Souls-Like Game | Unity | PC/Steam Deck/itch.io) **2024 - 2025**

- Led engineering and production.
- My contributions helped earn faculty recognition and a later GDC 2025 showcase for the project.
- 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.

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.