

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](#)

Projects

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

2024 - 2025

- Led engineering and production, earning a GDC showcase and faculty recognition for exceptional quality.
 - 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 an interconnected world featuring 100+ enemies.
 - Profiled & resolved bottlenecks using tools such as the Unity Profiler and Frame Debugger.
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Experience

[Software Developer](#) | Mosaic (Independent)

2022 - Present

- Designed and developed 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's GAS, For Honor's Modifiers, and ECS frameworks such as EnTT and DOTS Entities to develop Mosaic's modular architecture.
- Adopted in production for a public demo and presented at **GDC 2025 at the Empire State Pavillion**.

[Adjunct Professor](#) | West Virginia University

2025 - Present

- Developed and taught graduate-level UI/UX emphasizing technical implementation in development.
- 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 of C++/OpenGL data structure implementations, providing feedback to students.
- Mentored students, reinforcing understanding of data structures and programming concepts.

[Programmer](#) | Faculty Led Project – SUNY Poly

2023

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

[Organizer](#) | Game Design Club – SUNY Poly

2022 - 2023

- Co-founded a student-led initiative with Matt Hulse and Morgan Rogers to send 12 students to GDC.
 - Secured **\$30K+ funding** from the College of Arts & Sciences, SGU, Game Design Club, and NY State Development.
 - Unified student and administrative groups through self-organized meetings, proposals, and budgets.
 - Designed and led the selection process, reviewing 30+ applications and establishing a faculty board to ensure fairness.
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[Education](#)

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

[Skills](#)

Languages:

C++, C#, Assembly, HLSL, GLSL

Engines & Frameworks:

Unity, Unreal, Godot, EnTT (ECS)

Systems & Tools:

ECS, profiling & optimization, physics simulation, PS5 Dev Kit, Git, Github, Jira, SQL, JSON, modest UI/UX experience