

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](#)

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## Work Experience

**Founder & Technical Lead** (Mosaic) | Wyrardware LLC (Independent) **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'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**.

**Adjunct Professor** | West Virginia University **2025 - Present**

- Developed and taught graduate-level UI/UX emphasizing technical implementation in development.
- 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 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 sending 12 students to GDC.
- Secured **\$30K+ funding** from the College of Arts & Sciences, SGU, Game Design Club, and ESD.
- Designed and led the selection process, reviewing 30+ applications and establishing a faculty board to ensure fairness.

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## Projects

**Echoes in the Mists (Souls-Like Game | [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 an interconnected world featuring 100+ enemies.
- Profiled & resolved bottlenecks using tools such as the Unity Profiler and Frame Debugger.

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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

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## 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