



EXPERIENCE

Software Engineer | Cole Engineering Services | Apr 2022 – Present

- Holder of U.S. Security Clearance - Secret Level
- UE5 Tool and Plugin Development
- UE5 Blueprint & C++ Programming
- Java Development - Data Algorithms

Co-Producer | AllAttack – YouTube Channel Oct 2014 – April 2023

- Editing, shot planning, filming, and acting.
- 3 Million+ Subscribers
- 300 Million+ Views

Software Engineer Intern | CyberDream VR | Oct 2021 – Mar 2022

- Unity VR programming using Oculus (C#)
 - Gesture detection using Oculus hand tracking
 - UI interaction using Oculus controllers and hand tracking
 - Sound design and implementation
 - Object spawning and removal using hand tracking

Game Developer | Streyma Games | 2015 – Present

- Lead Producer and Programmer on *Scootin'*
- Lead Programmer on 4 team projects
- Lead on several personally developed projects

Instructor | iD Tech — Summer 2019

- VR Game Development
- Taught students between the ages of 13-17 how to develop VR projects using Unity and C#
- Working with teams to meet tight deadlines



OTHER EXPERIENCE

This section includes other valuable non-job experiences which accelerated my development, not only as a programmer, but as a human being.

Game Jam Programmer

- Unity, C# Programming
- Multiple independent game projects
- Working with teams to meet tight deadlines

Trade Show Representative | Launch Site (Orange Technical College) 2016 – 2018

- Orlando iX (Interactive experience conference)
- I/ITSEC (Interservice/Industry Training, Simulation and Education Conference)
- Florida Simulation Summit
- Otronicon
- Maker's Faire



TOOLS

- Unreal Engine 5 (C++ and Blueprint)
- Unity (C#)
- Languages (C, C++, C#, Java, Python)
- Git
- Final Cut Pro
- Motion by Apple
- Adobe Premiere
- Adobe Photoshop



Vital Attributes

- Passion for video games
- Enthusiastic about learning new tools, skills, and improving my abilities.
- Ability to play well with others and be a kind person



SKILLS

- Programming (Gameplay, AI, UI, Systems)
- UE5 Tool & Plugin Creation
- Mobile and VR Game Development (iOS, Android, Oculus)
- Bug Tracking and Troubleshooting
- Video Production
- Team Management & Relations
- Oral and Written Communication
- Public Speaking
- Social Media (Instagram, Snapchat, Facebook, TikTok)



EDUCATION

Bachelor of Game Design at the University of Central Florida | Aug 2018 – May 2022

- 3.93 GPA
- Top 10 Knights Scholarship
- Florida Bright Futures Academic Scholars Full Scholarship

Launch Site - Game Development Trade School at Orange Technical College | Jun 2016 – May 2018

Apopka High School Graduate | Aug 2014 – May 2018

- 4.0 GPA (Weighted GPA 5.0)
- Top 5% of class
- Dual Enrollment Technology Scholar Award (Only 6 students selected out of thousands)



Random Fun "Flexes"

- Ranked Champ I in Rocket League
- At Least 10 Solo Victories in Fortnite
- Division 5 in FC24 Ultimate Team
- Solo Impostor Victory in Among Us
- Completed a Wordle in 1 Attempt
- High School Soccer MVP and Captain
- Summited Mt. LeConte in Great Smoky Mountains NP
- Can Boulder a V6 (sometimes)
- Can Play Piano at Beginner-Intermediate Level
- Once Obtained a Minigolf Hole-In-One