

## Professional Experience

- **Game Developer Intern** at Grab Games
  - Worked on several large Facebook games, implementing client/server features, making tools, fixing bugs, etc.
  - Summer 2010 and 2011, 6 months total, full time
- **Private Software Consultant**
  - Added database features to an existing C++ application
  - Summer 2009, 120 hours

## Awards

- **Social Hackathon First place** – 4-person team created a prototype for an educational Facebook game for kids where you are a schoolyard detective.
- **MEGA Hackathon First place** – Small team and I made a 3D bullet hell shooter in XNA where you control a swarm, using different forms to consume enemies.
- **SS12 Second Place** – Group of 4 engineered a game designed for blind players where you command a submarine by reacting to radar pings.

## Relevant Skills

- **C/C++** – Added networking to a C++ game engine, C++ game using OpenGL.
- **C#/XNA** – Team projects in XNA– Platformer, Bullet Hell, Tower Defence, etc.
- **Unreal** – Action game in UDK, big team, specialty in camera, BlinkTheGame.com
- **Flash/AS3/PHP** – Numerous social games published on Facebook.
- **Java** – Four multithreaded java projects with large teams.
- **Version Control/Management Software**– Have used SVN on countless projects large and small. Familiar with Perforce, have used bug tracking and project management software (Redmine, Beanstalk).
- **Database Usage** – Experience translating user searches into SQL queries from C++ (MySQL and Oracle).

## Education

- **University of Southern California** in Computer Science (Games). Expected graduation in May 2012. 3.78 Major GPA.
- **Dos Pueblos High School** class of 2008. 3.86 GPA. 2320 SAT.