

WORK EXPERIENCE

Technical Designer • Games for Entertainment and Learning Lab

2018 – 2020

Quantum 3

- Project Lead on *Quantum 3*, an educational match-3 puzzle game where fun meets quantum physics! Funded by the National Science Foundation
- Designed and implemented gameplay systems and level progression
- Collaborated with the client, MSU's Computational Mathematics, Science, and Engineering department as well as the Department of Physics and Astronomy, to create a game that teaches the fundamentals of physics while appealing to a younger audience
- Published a Proceeding of Science titled *Quantum 3: Learning QCD through Intuitive Play* for the 36th Annual International Symposium on Lattice Field Theory

Brain Powered Games - Africa

- Project Lead on *Brain Powered Games - Africa*, a series of minigames built to test and improve the cognitive functions of HIV exposed children in Africa
- Traveled to Uganda to field test the game and train local researchers

Teaching Assistant • Michigan State University Department of Media and Information

2019

- Teaching Assistant for MI497 - Game Design Studio taught by Professor Jeremy Gibson Bond
- Assisted teams of 8-10 students on semester long game projects
- Provided the students with advice and mentorship on design, production, and programming

EDUCATION AND TRAINING

Michigan State University • College of Engineering

2020

- Bachelor of Science in Computer Science
- Game Design and Development Minor – Ranked 7th best Undergraduate Game Design Program in the world by The Princeton Review

Google UX Design Professional Certificate Program

2021

- 7-course program developed by Google to train people for professional roles in UX Design
- Hands on completion of all phases of Google's design process, Empathize, Define, Ideate, Prototype, and Test

2017

Dale Carnegie Course

- Award-winning course founded by Dale Carnegie, author of *How to Win Friends and Influence People*
- Certified training in Human Relations, Leadership, and Effective Communication
- Rated in the Top 20 Leadership Training programs by TrainingIndustry
- Received the Leadership Award for giving the best talk during leadership week

TECHNICAL SKILLS

C#, C++, C, Unity Engine, Unreal Engine, Figma, Python, HTML/CSS, Java, PHP

GAME DEVELOPMENT SKILLS

Systems Design, UX Design, Level Design, Iterative Game Design, Rapid Prototyping, Game Feel, Small Team Leadership, Project Management, Client Contact