

Currently seeking a position in an innovative technology driven company working on web, mobile, or gaming.

## Experience

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### Lead Developer, Endosys LLC

November 2013 – February 2015

Silver Spring, MD

- Developed identity materials including website and business cards.
- Worked with founders to define future business opportunities.
- Designed and implemented activatr Android health based application in Eclipse
- Experimented and prototyped ideas on new technologies including LG Watch, Leap Motion, Google Glass.
- Created various Unity3D game prototypes for mobile distribution.
- Contracted to various organizations including Gannett Inc. to develop Oculus Rift based interactive experiences.

### Technical Artist, Bioware Mythic, EA

March 2008 – November 2011

Fairfax, VA

- Developed and maintained all automation scripts and applications in C#, C++, Maxscript, Javascript.
- Identified inefficiencies in art integration pipeline and documented and implement changes.
- Developed C#.NET tool that enabled the animation department to quickly manage in-game mappings.
- Maintained proprietary C++ in-house tool to manage quests and meta-data for Warhammer Online.
- Developed over 40 3DS Max Maxscripts for different art and programming needs.
- Developed Photoshop scripts to automate image re-sizing, naming and large scale image processing.
- Created numerous smaller C# scripts to deal with file system and game engine deficiencies.

### Programming Tutor, University of Advancing Technology

June 2011 – January 2013

Online

- Assisted students with programming challenges and provide bi-weekly video conference workshops.
- Assisted students with many different languages including C#, Javascript, Java, C++ and more.
- Assisted students with fundamentals of programming, OOP concepts, game techniques and more.

### Multimedia Producer, Westat, Inc.

June 2005 – March 2008

Rockville, MD

- Lead developer on 508 compliant websites -- hand coded and validated HTML and CSS in all browsers.
- Lead developer on various interactive CD's using Director and Flash.
- Produced 3D Animations for integration into all projects.
- PHP backend developer on various projects including in-house project tracking system.

### President, Factory Studios, Inc.

October 2000 – June 2005

Rockville, MD

- Developed corporate identity from scratch.
- Marketing manager and point of contact for more than 30 clients.
- Developed and maintain large scale PHP/MySQL websites including 3dimplant.com and Madcad.com.
- Developed ACCA kiosks and CD's for recurring yearly conferences in Washington DC.
- Designed and implement hand coded websites for various established and upstart businesses.
- Lead Developer and project manager on more than 50 different projects ranging from print to multimedia.
- Lead on 3D Animation projects.

## Skills

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|---------------|-----------------|-----------------|----------------|
| • C++         | • CSS3          | • Maxscript     | • Xcode        |
| • C#          | • XML           | • Unity3D       | • AfterEffects |
| • Objective-C | • Node.js       | • Gamebryo      | • Premiere Pro |
| • Javascript  | • PHP           | • SFML          | • Illustrator  |
| • Python      | • Actionscript  | • Visual Studio | • Flash        |
| • HTML5       | • 3D Studio Max | • Eclipse       | • Photoshop    |

## Education

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**Game Programming B.S.**  
University of Advancing Technology  
7.21. 2013

**Advanced Animation Certificate**  
University of Maryland Baltimore Campus  
2003

**Stanford Startup Engineering Course**  
Online  
September 2013