
EDUCATION

M.S. in Interactive Entertainment
FIEA, University of Central Florida, Orlando, FL

B.S. in Computer Science
Southern Polytechnic State University, Marietta, GA

TOOLS

Visual Studio
Frostbite
Unity / UE4
Perforce / SVN / GIT
Hansoft and JIRA

LANGUAGES

C/C++ (Proficient)
C# (Moderate)
ActionScript (Light)
Java (Light)

WORK EXPERIENCE

Gameplay Programmer – EA Tiburon - Madden Gameplay Team **Jan 2015 – Current**

- Worked on PS4 and XB One versions of Madden 16 (Released) and Madden 17 (In Development).
- Worked with design to create a new system for the “Coach Stick” for defensive plays. This prevented players from being able to gain unfair advantages in multiplayer matches.
- During Alpha I took ownership of a specific bug type. These bugs were very hard to reproduce and required me to find creative ways to use existing tools to track them down. This led to my giving a presentation to the rest of the team on a bot tool I converted to this purpose.
- Repaired gameplay and UI bugs throughout M16 Alpha.

Software Engineering Intern – BioWare Austin - Shadow Realms Team **Aug 2014 – Dec 2014**

- Worked closely with the design team to implement new gameplay elements.
 - Designer controlled line of sight checking system.
 - Prototype camera controls for highlighting specific areas on screen.
- Augmented Frostbite engine to enable live dynamic cloning of assets.

Programming Lead -- Focal Length – Capstone Game **Mar 2014 – Dec 2014**

- Created Crowd AI System in C++ allowing designers to control pedestrian traffic flow.
- Created UI elements using Canvas. These included some complex UI elements like determining if objects were being filmed, generating combo points for those objects, and quest directions.
- Optimized Performance by using profilers built into UE4 to find and address problem areas.

Programming Lead -- Welcome – Capstone Game **Jan 2014 – Mar 2014**

- Created a dynamic second-screen experience between PC and PS Vita, including networking and touch controls.
- Created a UI that allowed for dynamic elements to be prototyped quickly.

Game Engine – Project for PC **Jan 2014 – May 2014**

- Made a working XML based scripting language.
- Used this engine to make a light clone of *Towerfall* with classmates. I personally worked on some of the level designs and the level creation functionality.
- Implemented Lists, Vectors, Hashmaps, Observer, Messages, Factories and several other data structures and patterns.

ChuChu Rocket Clone – Project for Xbox and PC **November 2013**

- Created a C++ based game for PC using OpenGL and then ported that game to the Xbox and Direct.

Contractor – Institute of Nuclear Power Operations (through Matrix Technology) **Feb 2013 – Aug 2013**

- Helped develop new performance indicator process.
- Tracked progress in key focus areas for a keystone division of INPO.
- Worked with existing team members to revolutionize their approach to performance indicators.