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Work Experience
- 2014 – Working as a software development consultant at Booz Allen Hamilton.
- 2013 – Designed, developed, and published my own game, Jump Jump Boom, for the iOS App Store. It's a fun action-puzzle game where you jump around and blow stuff up. This gave me experience in gameplay design, level design, team management, and sheer persistence. I intend on improving the game further in the near future and promoting it.
- 2013 – Freelance programming for clients interested in Unity3D.
   - For Adrenaline Crew, I was brought on board to revive development of a stalled mobile game (Race Stunt Fight 3) using Unity3d, as well as an unannounced iphone app. This required me to quickly adapt to preexisting codebases.
   - For Isomorphic Software, I quickly made a prototype that used Wii controllers to track 3D position in space rather than just acceleration and rotation.
- 2012 – Started a small LLC, called BitLegit, with a former classmate. This was to develop a scripting asset currently for sale on the Unity Asset Store. Development involved interfacing with Bluetooth devices and developing a full API (of about 70 functions). Different parts had to be programmed in C, Objective-C, and C#. A Windows version is in development using C++, which I have since taught myself.
- 2012 - Teaching an after-school game design and programming classes through the Potomac Academy of Arts. This required public speaking and patience above all else.
- 2011 - 2012 - Monitoring the game-design computer lab in the Art Building at GMU
- 2011 - 2012 - Game design internship at Ephesian Solutions (a local start-up). This primarily involved scripting menus and level design in lua using the Carona SDK.
- 2010 - Summer internship at the House Committee on Foreign Affairs, where I compiled a daily briefing of world events each morning, maintained the committee's website with new content, and retrieved signatures from congressmen.
- 2009 - Summer internship at the Government Printing Office, where I was introduced to collaborative software engineering and scrum agile software development.
- 2008 - Summer internship at the IRS, where I inventoried over 180 different kinds of printer toner, as well as every computer, printer, and blackberry I could find in the building. Then I got myself transferred to their internal graphic design department, where I used Photoshop and InDesign to produce pamphlets and other materials.

Personal Projects
- **Ultra** – a 3rd person action game prototype I designed and developed to fully utilize Wii controls. This involved programming dynamic animations with inverse kinematics in C# and developing a native plugin for Unity in Objective-C.
- **Oblivio** – a memory game I made from scratch (no longer available on the iOS App Store). This was the project that introduced me to Obj-C programming and iOS development. It required a lot of self-motivation. Aside from the music, I did everything myself.

Education
- **George Mason University** (2009-2012) – BFA in Computer Game Design major with a Computer Science minor and an AVT (Arts & Visual Technology) minor. My courses included game studio classes, data structures, software engineering, programming in Python, and 3D character creation and animation in both Maya and 3DS Max. Also, in 2010, I was awarded a scholarship as winner of GMU's business and game pitching competition.
- **James Madison University** (2007-2009) – Before transferring out, I was working towards a web design major with a minor in Computer Science. My other courses included the Science of Light and Sound, as well as Physics with Calculus. Here, I learned how to program in Java, as well as use various Adobe Creative Suite products and Final Cut Pro.