

SKILLS:

Primary Languages: C/C++, Javascript

Other Languages: C#, TypeScript, Java, UnrealScript, HLSL, ActionScript 3.0, Assembly

Software/Technology: Visual Studio, Jira, Perforce, DirectX, OpenGL, Havok Vision Engine, Unreal Engine 4, Unreal Engine 3, Unity, Hansoft, Webstorm, Eclipse, Lua, Defold

PROFESSIONAL EXPERIENCE:

Everi Interactive

March 2017 - Present

- Created a new game from legacy code base in Starling/Actionscript and Java - Super Jackpot Slots
- Built particle editor tool for our art team to edit open source particle system used in Starling
- Created data driven system for displaying and purchasing promotional sales
- Ported several games from land based division to work with the legacy code
- Modified server and client side systems such as analytics, gifting, and A/B testing

Everi Games (Formerly Multimedia Games)

Jan. 2014 - March 2017

- Developed several slot games in both C++ and Javascript
- Fixed various field issues which involved rendering, network communication, and game recovery
- Created generic, reusable templates to improve development time
- Managed and improved shared code
- Created and updated standardized systems
- Built and maintained systems to support local and remote development studios (Current work)
- New technology Research and development

PROJECTS:

Pie Squares - 2D Puzzle match game

- Solo programming project with art and audio collaborators
- Made using Defold and Lua
- Released for iOS and Android in March 2017

EDUCATION:

University of Central Florida, Orlando, FL

Aug. 2012 – Dec. 2013

Florida Interactive Entertainment Academy (FIEA)

M.S. in Interactive Entertainment (Programming Track)

University of West Florida, Pensacola, FL

Aug. 2009 – July 2012

College of Arts and Sciences

B.S. in Computer Science w/ minor in Game Development and Design