 **SKILLS**

* **Senior Software Engineer** with **6+ years** of professional experience.
  + Full stack development web development. AWS, Docker, and Kubernetes experience.
  + C#, C++, Javascript, Powershell, SQL, Perforce, Unreal 5, Unity, Blender,
* **Game Developer** with 3 independent games released as primary developer
  + Unreal and Unity developer, commercial titles released on Steam.
  + Most recent release: Guntris – A first person shooter Tetris style game.
* **Bachelors of Science in Computer Science**
  + Additional B.A degrees in English and Film
  + Degree focused on Machine Learning and Game Development
  + Skilled in Blender, Adobe Creative Suite (Audition, Premiere, After Effects, Photoshop)

** WORK EXPERIENCE**

**Huron Consulting Group Sept 2021 – Present**

-Senior Software Engineer  *Portland, OR*

* Subject Matter Expert in multiple domains and primary contributor for 3 projects:
  + Complete implementation and customization of our web portal solution for the University of Chicago, a process that included multiple interactions with their existing systems.
  + API interface between legacy Medical Research Administration system and OnCore, a 3rd party Clinical Trial Management System.
  + Refactor of a system called eTMF, which would capture the necessary files from SQL table queries and send relevant files to AWS, that would in turn be sent to a regulatory body. The result of this exhaustive refactor increased stability and reduced the run time by 65%
* Primary Technical Lead to several junior developers across multiple projects. I’ve also onboarded new staff, held regular code reviews, and presented during several department wide meetings.
* Technical consultant for high value clients, gaining trust and understanding of their needs.

**Bad Rabbit, Inc July 2018 – Sept 2021**

-Software Engineer  *Portland, OR*

* [**Created a Unity based game for the Childrens Hospital of Philadelphia called “Picture This!”**](https://policylab.chop.edu/blog/picture-exam-rooms-examples-ways-integrate-play-everywhere)
  + Lead programmer in a mixed media “Where’s Waldo” style game designed to be used by children and their parents in hospital waiting rooms.
  + Created an informative web accessible admin portal such that staff could make modifications to the game and collect metrics on user performance.
  + Met and exceeded all requirements of this grant funded project.
* Developed a React application that acted as a secure public interface to a private web server.
  + Used a combination of JavaScript, Node.js, Google Cloud platform to act as a data broker between legacy software and the React app.
  + Assisted in developing an Atlassian CI/CD system, which leveraged Bitbucket pipelines, Docker containers, and Kubernetes.

** GAMES**

* **Guntris – Unreal Engine 5 -** A combination of Tetris and a First Person Shooter set in a Western Style.
* **Cyber Hyper Mega Ball – Unity 2021 -** VR Racket ball style action game as a solo developer.