



Experience:

YETi CGI - Freelance Contractor (August 2020 - Present)

Work on various projects with CasualOS. Lead Level Designer for a puzzle game. Currently working as lead developer on a software project in CasualOS.

YETi CGI - Open Lab Mentee (July 2020 - August 2020)

Collaboratively worked with others to build and enhance professional and coding skills while working on multiple projects inside of CasualOS.

Ferris State University - VR Researcher (May 2019 - August 2019)

Developed virtual classrooms as well as researching solutions for hosting and connecting users. Worked closely the artist team to create realistic and optimized virtual environments.

Education:

Ferris State University, Big Rapids, Michigan - Bachelors of Applied Science in Digital Animation and Game Design

- Graduated May 2020
- GPA of 3.40

Skills:

Software

- Unreal Engine 4
- Unity
- Adobe Creative Cloud
- Microsoft Office
- Trello
- Slack

Code Languages

- C#
- JavaScript
- C++ Blueprint
- HTML 5

Interpersonal

- Problem solving
- Driven
- Able to work with others
- Team oriented
- Communication

Organizations:

Makers of Engaging Games and Animation (MEGA)/ Aurora Game Development - Founding Member, President

MEGA was created to allow students to work collaboratively on projects outside of school work and a focus on professional growth and community. In 2020 MEGA joined a national organization of game developers called Aurora Game Development

Ferris State Athletic Pep Band - Low Brass Section Leader

Made sure other members had proper music as well as making sure the section understood the music. The pep band performed at all home games for most sports as well as traveling with sports teams during playoffs.

Kappa Kappa Psi - Brother, Recording Secretary

Kappa Kappa Psi is a National Honorary Band Fraternity that helps the university and the community through the love of music. As the Recording Secretary, I was in charge of creating and sending meeting minutes as well as help with chapter correspondence.