

<b>Education</b>	<b>Rochester Institute of Technology</b> B.S. in Game Design and Development (3.8 GPA) December, 2014
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<b>Skills</b>	<b>Work Experience</b>
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### Programming

*Fluent in* Javascript (ES8+), HTML 5+, CSS.  
*Proficient with* Typescript, Templating (Sass/Less, Handlebars).  
*Familiar with* WebGL/GLSL, C#, PHP.  
*Learning* Rust, WASM (text format).

### Technologies and Tools

*Fluent with* Linux (server/desktop), Git, NodeJS/NPM.  
*Proficient with* MongoDB, VueJS, ReactJS, D3.js, Web/Audio/Service Workers, Web hosting/DNS management.  
*Familiar with* Docker, SQL.  
*Learning* libInput, Linux virtual devices.

### Industry Practices

*Fluent with* Test driven development, Agile, Functional and Object-Oriented programming.  
*Proficient with* Continuous deployment, Accessibility, Application Security (SSL, CORS, XSS, encryption, etc).

### Independent Development at Latinforimagination

March 2018—Present  
Independent game development handling design, programming, art, and music/audio production. Currently working on Loop Thesis, a time traveling puzzle game.

### Software Engineer at Near Miss Management

December 2018—June 2022 (full-time), June 2023—Present (contracting)  
Worked with a small team to handle both front-end and backend architecture, maintenance and feature implementation in Javascript/Typescript/Node. Worked on feature planning and development with Product Owners/CEOs, Database/schema management and planning (MongoDB), front-end styling and UX development (React/Redux), dev/support tooling and infrastructure, and QA/debugging/testing.

### Software Engineer at Oracle CEGBU

March 2015—March 2018  
Developed and maintained cross-cutting features for Prime, a construction management tool, using HTML5/Javascript. Responsibilities included planning/prototyping features, interfacing with BAs/product owners, researching new technologies, supporting and advising other teams, and restoring and maintaining older pages and features.

### Contractor at JCC of Metropolitan Detroit

May 2014—August 2014  
Led a team of three to design, build, and launch a Build-Your-Own-Superhero display and an augmented reality phone app for a Jewish Museum, using HTML5/Javascript.

### Mobile Training App Designer at Xerox

March 2013—June 2013  
Worked as the sole developer/designer alongside a team of product owners and stakeholders to design and prototype a mobile game to aid with internal sales training, using HTML5, Javascript, XML, and SQL.

<b>Projects</b>	
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### Serverboy

Headless Gameboy emulator, 2018, Javascript

Independently developing a headless, dependency free Gameboy emulator designed to be run on single-core servers. The emulator is highly scriptable to facilitate creating interesting experiments.  
Source: [gitlab.com/piglet-plays/serverboy.js](#)

### Distilled

Testing Framework, 2017, Javascript

Independently developing and marketing a Javascript testing framework built for flexibility and optimized for asynchronous testing.  
Site: [distilledjs.com](#) Source: [gitlab.com/distilled/distilled](#)

### Dormouse

Documentation Generator, 2017, Javascript

Independently developing a Javascript documentation generator, built to be unopinionated and adaptable to a wide variety of coding styles and projects. Currently in early stages of development.  
Source: [gitlab.com/dormouse/dormouse](#)

### Eyes Open

Horror/Stealth Game, 2013, Monogame, C#

Managed and led a team of three to develop and kickstart a randomly generated horror game in which players were forced to close their eyes and navigate levels blindly. Raised over 5,000 dollars of an 8,000 dollar goal.  
Kickstarter: [kck.st/14NUFL4](#)