

TECHNICAL EXPERIENCE

[The Last of Us Part 2](#)

Sequel to the critically acclaimed *The Last of Us*, worked on gameplay scripting, combat scripting, systems design, design iteration, accessibility features, and more as a Game Designer/Scripter.

[Dot Matrix Dodger](#)

Bullet-hell type game utilizing the gyroscope and accelerometer of the mobile phone. Utilized Unity, C#, Photoshop, and Android SDK. Personal project developed in 6 months.

[Circular Reasoning](#)

Student game design project taken professionally. Featured at [Indie Cade 2014](#). Picked up and professionally published by [Breaking Games](#). Awarded [2016 Mensa Mind Games](#).

PROFESSIONAL EXPERIENCE

Naughty Dog, Santa Monica, California

March 2019 - Current

Game Designer/Gameplay Scripter – Worked on “The Last of us Part 2”. Scripted in a variety of scenarios, including animations, combat encounters, AI, systemic behaviors, and took on scripting for accessibility features.

Advanced Plan for Health, Dallas, Texas

November 2017 – February 2019

Software Developer – Company developing insurance assistance software Poindexter. Worked on features, bugs, refactoring, etc... using .NET, C#, JavaScript, HTML, and other related technologies in webapp development.

TargetCW (Assigned id Software), Dallas, Texas

May 2017 – June 2017

Play Tester - Assigned to id Software as a temporary play tester to give in-depth feedback on a Bethesda published title in the user testing lab.

Giant Shoulder Games, Dallas, Texas

December 2014 – Current

Founder - Personal game development studio. Developed the board game *Circular Reasoning* and the mobile game *Dot Matrix Dodger* for Android phones (see above).

Dead Bob Games, Dallas, Texas

May 2015 – January 2017

Contractor, Consultant – Assisted in the creation of game design documents, refactoring and managing code, proof-of-concept prototypes, and offered design consulting for several local and academic projects.

EDUCATION - The University of Texas At Dallas (May 2017)

Dual Major : B.S. in Computer Science B.A. in Arts & Technology GPA – 3.3/4.0

Courses : Data Structures, Software Engineering, Game Design, Game Production Lab, Game Engineering

TECHNICAL SKILLS

Programming Languages : C/C++/C#, Java/JavaScript, Python, Lua

Game Engines : Unity, Unreal, Game Maker

MEMBERSHIPS

Alpha Epsilon Pi – Tau Iota Chapter Founding Father, Secretary, 2015 – 2017

IGDA Member, 2014 – current

SGDA Student Leader, 2014 – 2017

Dallas Society of Play, 2014 – current