

LEAD UNITY PROGRAMMER

- Architect mindset combined with leadership and communication skills, backed by 15 years of game industry experience as a programmer (7 years) and designer (8 years).
- Roles include Lead Programmer on Project Create (Mixed Reality), Lead Level Designer on Tomb Raider: Underworld (Console), and Project Director on Math Monster Carnival (Mobile).
- Proven ability to solve complex challenges in scope and on schedule, while keeping business value and team needs in mind.
- Experience leading creative, multidisciplinary teams at all stages of development.
- Directed and managed contractors as the owner of a small game studio.
- Mentor to mid-level and associate programmers and designers.

EMPLOYMENT

MAGIC LEAP, Plantation, FL Senior Software Engineer	2017-2020
PIPEWORKS, Eugene, OR Engineer II	2016-2017
OREGANIK LLC, Eugene, OR Owner & Contract Engineer	2013-2016
ZYNGA, San Francisco, CA Narrative Designer	2011-2013
BUZZ MONKEY SOFTWARE, Eugene, OR Lead Game Designer	2007-2011
VISUAL CONCEPTS, Novato, CA Game Designer	2006-2007
NEVERSOFT, Woodland Hills, CA Game Designer	2005-2006

EDUCATION

The Guildhall at Southern Methodist University Certificate of Digital Game Development with a Specialization in Level Design	2003 - 2004
University of Texas at Austin Bachelor of Arts in English	1996 - 2001