

PURDUE

M.S. UNIVERSITY
AUG. 2016

B.S.
MAY 2013

COMPUTER GRAPHICS TECHNOLOGY

SKILLS AND EXPERTISE

Programming

JAVASCRIPT BLUEPRINTS
ACTIONSRIPT 3 C# C++

Design Software



Game Engines

UNITY
UNREAL 4
CONSTRUCT 2

SELECTED WORK EXPERIENCE

Exhibit Design
Center

Game Designer/Graphic Designer

Jan. 2011 - Jan. 2012



- Designed, programmed and created all art assets for an educational game featured in the 2011 Indiana State Fair.
- Designed supplemental materials (posters, banners, flyers and applications) for educational exhibits.

Freelance &
Contract

Designer/Application Developer

May 2013 - Aug. 2014



- Created browser-based video conferencing application.
- Designed and developed websites for multiple clients.
- Designed and created assets for an online, customizable floor plan interface.
- Designed banners, posters and flyers for various clients.

Polytechnic
Institute

Graduate Teaching Assistant

Aug. 2014 - May 2016



- Taught course material on fundamental design principles, basic programming, vector art, raster art, animation and visual effects.
- Collaborated with professor to determine course material and lesson plan.

Wonky Rhino
Games

Founder/Designer

Sept. 2015 - Present



- Designed and created all art for a board game launched on Kickstarter.
- Designed and developed website, promotional application, social media advertisements and print materials featured at two conventions.
- Conducted hundreds of user tests to optimize experience.

Frontwire
Studios

UI Designer/Developer (Part-Time)

Dec. 2016 - Present



- Designed and programmed multiple UI elements including the main menu, multiplayer lobby, vehicle HUD and more.
- Iterated and collaborated to create multiple versions of UI elements to adapt with the tone of the game.