

SKILLS

C# | Unity 3D | Javascript | React | git/SVN | HTML | CSS | Actionscript | Java | Python | C++

EXPERIENCE

Fingerprint Digital – Senior Developer | San Francisco, CA | 2017 - Present

- Primary developer on Clubhouse mobile app rewrite using in-house javascript library
- Feature work on adaptable streaming game controls and bug fixes for the Kidomi mobile app
- Web development on unannounced project using React and Redux

GSN Games – Lead Developer / Senior Developer | San Francisco, CA | 2012 - 2017

- Lead Developer on the mobile app Wheel of Fortune Slots: The Ultimate Collection
- Managed a team in house and worked as technical point of contact for remote teams and contractors
- Oversaw optimization and slot development process improvements. Established app requirements
- Integrated over 25 unique slot titles into the app while contributing to core app features including audio management, progressive jackpots, content locking, and more
- Authored extensive documentation of technical design and procedure for the app
- Developed 14 additional unique mobile slot games for GSN Casino mobile and Facebook apps

Crowdstar – Client-side developer, Wasteland Empires | Burlingame, CA | 2011-2012

- Implemented several prominent features for the Facebook app Wasteland Empires including: clan battles, footprint view mode, new user flow, leaderboards, pending activity queue and more

First Insight – Lead Programmer and Designer | Pittsburgh, PA | 2008-2011

- Created interactive crowdsourcing apps in Flash for prominent retailer clients in a startup environment

Semiotic Technologies – Lead Programmer | Pittsburgh, PA | 2008

- Programmed and contributed to design of educational flash games for multiple clients

Entertainment Technology Center | Pittsburgh, PA | 2006-2008

- **ARx: Deep Sleep Initiative** – Conceived, pitched, and implemented original project plan for a multimedia casual alternate reality game - Supplied web design, game design, creative writing and assisted with team management
- **PROGRESS** – Worked on a small team to design, prototype, and build an educational game teaching young girls negotiation skills for the Program for Research and Outreach on Gender Equity in Society

Southwest Research Institute | San Antonio, TX | Summer 2006, 2007

- Adapted and maintained probabilistic risk assessment software (using Java) for the Center for Nuclear Waste Regulatory Analyses - Performed software validation and testing of risk assessment software

NASA Glenn Research Center | Cleveland, OH | Summer 2003, 2004, 2005

- Created graphical user interface using OpenGL and C++ for an in-house file explorer
- Designed and modeled a 3D Mars environment for the Graphics and Visualizations Lab

EDUCATION

Carnegie Mellon University, 2008 | Master of Entertainment Technology | Pittsburgh, PA

Spelman College, 2006 | B.S. Computer Science, Minor Mathematics | Summa Cum Laude,
10th in class | Atlanta, GA