

SKILLS

Programming Languages - C#, Python, JavaScript/TypeScript, HTML, CSS, C++, SQL, Java, Apex

Software - Git/GitHub, Salesforce, Heroku, Microsoft Suite (Excel, Word), Visual Studio, DLLs

Certifications - Salesforce Platform Developer 1, Salesforce Administrator (in-progress)

EXPERIENCE

Pokémon Showdown! | Freelance Developer | Centennial, CO

Jun 2020 - Present

- Analyzed, refactored, and overhauled movesets and battle statistics of over 1100 Pokémon characters for *Earth & Sky* expansion, maintaining data tables of all balance changes in Excel sheets and documentation
- Wrote over 135,000 lines of TypeScript code to codify data modifications into the base *Showdown* game
- Released and deployed changes using Heroku and maintained change-management via GitHub

Sprouts Farmers Market | Guest Services Team | Centennial, CO

Sept 2020 - Jan 2024

- Managed self-checkout and register stations while providing quality customer service across departments
- Identified problems with self-checkout computers and diagnosed solutions to them

Sonic Adventure 2 Reverse Engineering & Modding | Freelance Developer | Centennial, CO

May 2018 - Present

- Designed and utilized tools to examine and edit the game's internal level data and assembly code, creating documentation and maintaining tables containing translation of numeric parameters for all game objects
- Using reverse engineered level data, developed and released multiple series of mods on PC version of *Sonic Adventure 2*, practicing best principles of level design and iterative releases

RIT Interactive Games & Media Lab | Lab Tutor | Rochester, NY

Aug 2018 - May 2020

- Tutored students in programming topics such as pathfinding algorithms in C# and web design practices in HTML/CSS/JavaScript in both group and one-on-one sessions

RIT National Science Foundation | Research Fellow | Rochester, NY

May 2018 - Aug 2018

- Worked with the Geographic Information Systems for Disaster Resilience Spatial Thinking Site, funded by the NSF, to create an educational geogame: *Project Lily Pad*
- Integrated the team's research into design documentation, acting as the link between researchers and game developers within the interdisciplinary team
- Co-authored research paper that was published in the International Journal of Geo-Information in 2020

Speedruns Rochester | Co-Founder and Admin | Rochester, NY

Sept 2017 - Nov 2019

- Founded and formed an intercollegiate community of 100+ members that works with the University of Rochester that meets weekly to discuss, watch, improve, and perform speedruns of popular games
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EDUCATION

Bachelor of Science in Game Design & Storytelling | RIT, Rochester, NY

May 2020

Minor: Music & Technology, graduated *cum laude*