

DEVELOPER & DESIGNER

Generalist programmer with two successful Kickstarter campaigns and five years experience independently designing, developing, marketing, and shipping games. Well-practiced in writing custom engines with object-oriented code, UI design, player testing, troubleshooting, and quality assurance.

EDUCATION

BA Biology, 2013.
Reed College
Undergraduate thesis
in neurobiology.

**Multivariable Calculus,
Linear Algebra**, 2009.
Mt. Hood Community
College

SKILLS

- Software development.
- Coding & scripting.
- Budget construction
- Rapid prototyping.
- Testing & debugging.
- Grant writing.
- UI & game design.
- Customer support.
- Graphic design.

TOOLS

Programming: Cerberus X, Python, C#, Unity, Lua, MySQL, PHP, Git
Design: Inkscape, GIMP, Audacity, Scrivener, iMovie
Productivity: Slack, Trello, Dropbox, MS Excel, Google Docs

EXPERIENCE

(2012 - 2018)



Freelance Game Developer
Wickworks
June 2012 – present

I started freelancing midway through college, funding major projects by running and fulfilling crowdfunding campaigns.

Managed all phases of game development — design, prototyping, engine construction, content generation, troubleshooting, marketing, and community management.

- **Crescent Loom** (Kickstarter 2017)
The very first creative sandbox neurobiology game. Linked sophisticated neural simulation to physics engine, created MySQL server to store user-generated content online, and ran classroom playtesting trials.
- **Starship Rubicon** (Kickstarter 2012, Steam launch 2015)
Modernized Asteroids rogue-lite space shooter. Utilized procedural generation of levels and taught mechanics via contextual GUI design.
- **Lucky Soccer** (Reed College 2013–2017)
Commission to create psychology variability assessment and data collection app. Set up scripting tools for a high degree of client-side control and customization.



Biological Lab Technician
Reed College
April 2013 – Sept 2016

Hired to continue working as a laboratory technician following my thesis work.

- Maintained supplies and equipment, and trained students in their usage
- Independently pursued research goals; designing and performing experiments.
- Close communication with PI and team of students via weekly meetings and presentations.
- Can extract a live-tissue brain from a frog in twenty minutes flat.



Youth Mentor — Volunteer
Pixel Arts
2013–2014

Hands-on work with youth to teach basics of programming with Scratch and Twine. Developed lesson plan to teach Blitzmax, their first object-orientated language.