

Education

B.S. Game Programming, *Academy of Art University*, 2020 (expected)

Expected to graduate with honors

B.S. Business Administration, *University of the Pacific*, 2005

Concentration: Management of Information Systems

Experience

Programming Student

Academy of Art University, San Francisco, CA

- Built a C++ game engine from the ground up
- Used a wide range of low and high-level programming languages
- Focused on procedurally generated content and AI

Lead Developer | 2009 – Present

52Six, San Francisco, CA

- Founded and operate a business that creates custom web applications for businesses whose needs outgrew existing software
- Develop front end web applications using HTML, CSS, and JavaScript
- Program back end systems in C#, Python, PHP and JavaScript
- Create and maintain database systems using MS SQL, MySQL and Oracle

Technical Director | 2007 – Present

Self Storage 1, Danville, CA

- Manage company-wide IT infrastructure for storage facilities in San Francisco, Houston, Los Angeles, and Chicago
- Develop database management systems for operations and investor relations in C# using ASP.net MVC
- Maintain email, file, VOIP, and other servers onsite and remotely

Developer | 2010 – 2018

Tuleburg, Stockton, CA

- Developed and updated websites, web applications and mobile apps
- Lead a team of multiple developers on application builds
- Consulted on use of tech for clients in government and health care sectors

Languages

C++

C#

Python

Lua

Visual Basic

JavaScript

SQL

HTML / XML

CSS / LESS / SCSS

Engines

Unreal

Unity

Tools

Visual Studio

Git / GitHub

Perforce