

## PROFESSIONAL

Current

**Hangar 13 (2K Games)** – Novato, CA – Spring 2018  
*Gameplay Engineer (intern) in custom engine (C++)*  
- Working on an unannounced title.



**Facebook** – Menlo Park, CA – Fall 2017  
*Software Engineer (intern) in Unity VR (C#)*  
- Created new user-facing interactables (the Timer) for Facebook Spaces (a VR game)



**Iron Tiger (NCsoft)** – Menlo Park, CA – Fall 2017  
*Tools Engineer (contract) in Unity Mobile (C#)*  
- Designed and created Unity toolset for combat scenario testing.



**Tilting Point** – New York, NY – Winter 2017  
*Game Designer & Data Analyst (intern) in economy balancing using Omniata/SQL/Excel*  
- Increased ARPDAU by 250% by converting a HC economy to an HC & SC economy  
- Increased in-app-purchase soft-currency SKU spend by 20% overall (68% in UK)  
- Developed comprehensive economy and progression simulations for three games



**Zynga** – San Francisco, CA – Summer 2016  
*Software Engineer & Game Designer (intern) in Java & Unity 3D (C#) for mobile and VR*  
- Assisted in coordinating company-wide hackathon as VR team liaison  
- Rapid development/prototyping and combat system scenario testing



Current

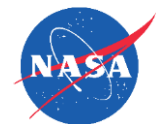
**Black Vein Productions** (An indie game company I co-founded) – 2016-Present  
*Software Engineering / Design / Art / Production / Finance (self-employed) in Unity (C#)*  
- NoStranger: an Android & iOS, narrative-driven, scavenger hunt that uses real media  
+ NoStranger has 1,000,000+ downloads and a 4.5+ rating  
- NSAIntern: a narrative-driven political satire set to release in mid-2018.



**International Pharmaceutical Federation (FIP)** – Ireland & Canada – 2013-2016  
*Software Developer (independent contract) in Java (PC executable) development*  
Led development of a Java program, PictoRx, to relay pharmacotherapy information  
- Thousands of daily users in 80+ countries by thousands of medical professionals



**National Aeronautics and Space Administration (NASA)** – New York, NY – 2013-2014  
*Researcher & Data Scientist (independent contract) in Java/Excel, published in AGU*



## VOLUNTEER

**Girls Who Code** volunteer mentor for female high school students pursuing STEM  
Led development and instruction of Stanford's inaugural game development course  
Head coordinator of "H.v.Z", a live action all-campus game of 300+ players  
Alpha/Beta Tester for Battlefield 1, Manifold Garden, Pokémon Go, Overwatch, For Honor

**SKILLS:** Unity/Java/C#/C++, public speaking, Eagle Scout, volunteer paramedic (Basic Life Support), two Black Belts (Taekwondo & Jiu-jitsu), 2400+ hours in Runescape (Fishing Level 99), 2000+ games in Halo 3 (Rank Commander), Time Magazine's 2006 Person of the Year