



PROFESSIONAL

Hangar 13 (2K Games) – Menlo Park, CA – Spring 2018 (upcoming)

Software Engineer (intern, assignment not yet designated)



Facebook – Menlo Park, CA – Fall 2017

Software Engineer (intern) in Unity VR (C#)

- Building tools and games within Unity for Facebook Spaces (a VR game)



Iron Tiger (NCsoft) – Menlo Park, CA – Fall 2017

Tools Engineer (contract) in Unity Mobile (C#)

- Built Unity tools for internal development



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



Black Vein Productions (my indie game company) – 2016-Present

One-man-army (Software Engineering / Design / Art / Production) in Unity (C#)

- [NoStranger](#): an Android & iOS, narrative-driven, scavenger hunt that uses real media
- + NoStranger has 800,000+ downloads and a 4.6 rating (with no marketing/UA spend)



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 – 2013-20 14

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, [Fishing \(Level 99\)](#), volunteer paramedic (Basic Life Support), two Black Belts (Taekwondo & Jiu-jitsu), Time Magazine's 2006 Person of the Year

Current

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