



**MAIN QUESTS**

**id Software** – My apartment, NY – Started Winter 2022

Gameplay Engineer in custom engine (C++) on Unannounced  
- TBD



Current

**Raven Software** – My apartment, NY – Started Winter 2020

Gameplay Engineer in custom engine (C++)(Script)(Lua) on Call of Duty: Warzone  
- Designed and implemented new game modes from the idea stage to shipped features  
- Assisted in coordinating a cross-studio team to collaborate on engine documentation



**Epic Games** – My parent’s house, NY – Summer 2020

Gameplay Engineer (intern) in Unreal Engine on Fortnite Creative  
- Improved user-facing, multiplayer, level-design tools for player creators



**Sony Santa Monica** – Playa Vista, CA – Spring 2019

Gameplay Engineer (contractor) in custom engine (C++) on Unannounced  
- Collaborated with animators to create tools for animation runtime debugging  
- Supported designers by creating AI function nodes for visual-scripting behavior trees



**Hangar 13 (2K Games)** – Novato, CA – Spring 2018

Gameplay Engineer (intern) in custom engine (C++) (Lua) on Unannounced  
- Responsible for implementing two player-combat abilities for an unannounced title  
- Collaborated with scripters, designers, and animators to construct the feature roadmaps, task implementations in Jira, and expose tuning functionality to the scripting layer



**Facebook** – Menlo Park, CA – Fall 2017

Software Engineer (intern) in Unity VR (C#) on Facebook Spaces (Cancelled)  
- Facilitated rapid iteration of new user-facing interactables for Facebook Spaces  
- Implemented networking support for persistent data



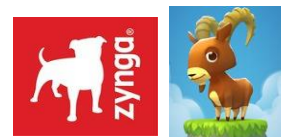
**Iron Tiger (NCsoft)** – Menlo Park, CA – Fall 2017

Tools Engineer (contractor) in Unity Mobile (C#) on Unannounced (Cancelled)  
- Provided the design team with a sandbox wherein they could easily test synergies between different player loadouts; iterated with team until the agreed-upon result was achieved



**Zynga** – San Francisco, CA – Summer 2016

Gameplay Engineer (intern) in Java & Unity Mobile / VR (C#) on Unannounced (Cancelled)  
- Rapid development/prototyping of new game ideas  
- Worked with designers to automate scenario testing of several game systems



**SIDE QUESTS**

**Stanford University** – Stanford, CA – 2017-2019

Course Instructor  
- Led development and instruction of Stanford's inaugural game development [course](#)  
- Mentored students creating games and starting careers in the game development industry



Current

**Black Vein Productions** (Part-time) – 2016-Present

Engineering / Design in Unity (C#)  
- Developed award-winning indie games which have been played by millions of players worldwide  
- Cooperation with volunteers enabled my team to crowdsource localization for 20 languages



**SKILL POINTS**

C++ / C / C# / Math / Scripting (Python, Lua, etc.)  
Two Black Belts (Taekwondo & Jiu-jitsu)  
2000+ games in Halo 3 ([Rank Commander](#))  
2400+ hours in Runescape ([Fishing Level 99](#))

**ACHIEVEMENTS**

Eagle Scout  
Time Magazine’s 2006 Person of the Year  
Google Play game design awards finalist, 2018