



Current

MAIN QUESTS

id Software – My apartment, NJ – 2022-2023

Gameplay & AI Engineer in custom engine (C++) on Unannounced

- Led tutorialization of FSM design. Developed several AI from concept to ship-ready.



Raven Software – My apartment, NY – 2020-2021

Gameplay Engineer (Assoc.) 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 – 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 – 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 – 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 – 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 – 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
- Checkout our interview with IGN, tinyurl.com/ign-dad



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