



Current

**MAIN QUESTS**

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

Gameplay Engineer in custom engine (C++) on Call of Duty: Warzone

- Coding fixes for live bugs, developing new game modes, and scripting gameplay



**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 and thwarted player hackers



**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)

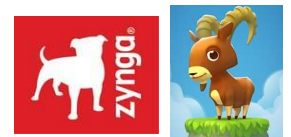
- Provided the design team with a sandbox wherein they could easily test synergies between different player loadouts; iterated with team until the agreed-upon result was achieved



**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