

## EDUCATION

**Wesleyan University** - Bachelor of Arts - GPA: 3.95

8/2018 - 5/2023

- Concentration: Video Game Development, Music Theater Workshop, Machine Learning Methods for Audiovisual Analysis, Orchestration
- Extracurricular: Game Lab, Music studio audio engineering, Composer and sound designer for theatre; Javanese Gamelan musician

## SELECTED GAME DEVELOPMENT

**Indie Developer, Thirsty Bird** - Original rhythm game

7/2021 - 9/2023

- Created pixelated art, shaders, & VFX; strong rhythm engine; five tracks of original music.
- Developed approachable toy scripting language used to create custom levels.

**Lead Designer, c.a.l.e.b.** - GMTK Game Jam 2021 - Top 5%

6/2021

- As lead designer, created design and art for split-character puzzle-platformer.
- As lead programmer, created versatile state machine and physics-based character controller for player character.
- Created geometric character; level art, post-processing shaders.

**Lead Programmer, Ghost Town Gunner** - Game Jam - HM, Top 10

3/2021 - 4/2021

- Developed prototype and led programming unit on team of six for worldwide game jam.
- Oversaw and maintained project architecture and integrated code and assets from remote team spanning USA and overseas.

**Lead Designer & Programmer, 12-to-6 Shift** - Ludum Dare 47 - Top 2%

10/2020

- Designed original puzzle game teaching procedural programming.
- Created and integrated modular art assets and wrote foundational code on remote team of 3.

**Producer & Lead Programmer, Rosy Ruins** - Final project, IDEA350 - Wesleyan University

1/2019 - 5/2019

- Producer, lead programmer, and secondary artist for team of five.
- Created STEM game about natural ecosystems and plant behavior.
- Created custom 2D platformer controller & navigation puzzles.

## SELECTED EXPERIENCE

**Teaching Assistant** - Computational Media (IDEA350) - Wesleyan University

1/2020 - 5/2022

- Assisted Prof. Christopher Weaver, founder of Bethesda Softworks, on double-credit Wesleyan course teaching development of educational STEM video games.
- Supervised development teams with personalized Unity/C#/game design lessons.
- Assisted with lectures, and instructed fellow students as TA.
- Oversaw Hackathon, Art Jam; helped organize and manage students during annual "Game Carnival" at local elementary school.
- Established and maintained class Slack, Moodle, & Discord communications.

**Student Forum Instructor** - Game Architecture & Programming in Unity (CIS419) - Wesleyan Univ.

9/2021 - 12/2021

- Designed original course and curriculum with Professor Weaver teaching coding in Unity with rigorous architecture and coding practices.
- Led term seminar class and provided game development instruction.
- Seminar adopted as part of Wesleyan minor in Interactive Media engineering program.

## SKILLS AND INTERESTS

- Unity game engine & C#, including teaching seminars at university level.
- Java, Python, HTML/CSS/JS; Git, Unity Version Control
- Adobe Photoshop, Illustrator, InDesign, Affinity Designer; Logic Pro X, Ableton
- Languages: English (native) & Spanish (limited working proficiency)

## REFERENCES

- Available upon request.