

## Objective

To obtain a position as a programmer where my experience and talents may be applied.

## Technical Skills

### Programming:

C++ Unreal Editor 3  
C# Unity 3D Engine  
HLSL Source SDK  
DirectX 9 MelScript  
XML Unrealscript  
MotionBuilder

### Web:

XHTML  
CSS  
ActionScript 2 & 3  
Javascript  
Dreamweaver

### Visual Editing:

Autodesk Maya  
Photoshop  
Illustrator  
Fireworks  
CrazyBump

## Professional Experience

### Eyes Wide Games

Gameplay Programmer

- Implement gameplay ideas into client projects
- Utilize the SCRUM development method to reach project milestones

June 2008 - October 2008

Atlanta, Georgia

### Hi-Rez Studios

Alpha/Beta Tester

- Find and report bugs that crash the engine
- Participate in Alpha & Beta test in the studio and from home

January 2007 - July 2009

Alpharetta, Georgia

### PetSmart

Inventory Manager

- Instruct and direct co-workers effectively to achieve goals in a given timeframe
- Monitor entire store inventory, making adjustments to keep product counts accurate

January 2007 - Present

Sandy Springs, Georgia

## Education

### The Art Institute of Atlanta

Bachelor of the Arts in Visual and Game Programming

- Best Portfolio Award
- Outstanding Academic Performance Award

March 2010

Atlanta, Georgia

## Contest Entries

### 2009 48 Hour Georgia Game Jam - *Paragon* -1st prize

- Design and Implement gameplay programming.
- Program utilizing Actionscript 3.0, XML

### 2008 Art Institute of Atlanta Game Carnival - *Village Fever* -1st Prize in 'Overall' Category

- Design and Implement all aspects, except some artwork
- Program utilizing Actionscript 2.0