

## Objectives

- Creating gameplay systems, engine systems, and tools to expedite production for others
- Interests in entity component systems, procedural generation, and math heavy subjects

## Experience

May 2022 – Current	<b>Warner Bros. Discovery – Monolith Productions</b> <span style="float: right;">Kirkland, WA</span> <i>Senior Gameplay Engineer on Wonder Woman</i> <ul style="list-style-type: none"><li>▸ Owned cinematic engineering; supporting procedural and scripted content</li><li>▸ Designed and created an in-game live editor tool and audition tool for cinematic content</li><li>▸ Collaborated with content creators in creating and expanding features</li><li>▸ Worked with other engineers to improve workflow for the team</li><li>▸ Served as PC-player advocate in platform and feature planning</li></ul>
Apr 2019 – May 2022	<b>Microsoft – 343 Industries</b> <span style="float: right;">Redmond, WA</span> <i>Narrative Systems Engineer on Halo Infinite</i> <ul style="list-style-type: none"><li>▸ Member of a two-person engineering team under the Narrative Director, creating new systems and improving existing ones<ul style="list-style-type: none"><li>▸ Generating dynamic and seamless transitions into and out of cinematics</li><li>▸ Designing and creating a method of diegetic feedback for players</li><li>▸ Implementing haptic feedback support for cinematics</li><li>▸ Enabling designer control over player restrictions</li></ul></li><li>▸ Collaborating with multiple teams to flesh out narrative scripting interfaces</li><li>▸ Integrating recording systems of cinematics for review, quality assurance, and marketing</li><li>▸ Creating narrative behaviors specific to cooperative play</li></ul>
Jan 2015 – Mar 2019	<b>ArenaNet, LLC</b> <span style="float: right;">Bellevue, WA</span> <i>Gameplay Programmer, Engine Programmer on Guild Wars 2 / Unannounced</i> <ul style="list-style-type: none"><li>▸ Championed increased accessibility in player created waypoints</li><li>▸ Supported designer efforts with new features including scriptable actions and player skills</li><li>▸ Major contributor to building a fully native macOS client</li><li>▸ Collaborated with designers to further game concepts and designs</li><li>▸ Interacted frequently with community managers to interpret customer reported issues</li><li>▸ Primary participant in public relations to players from the engine team</li><li>▸ Designed and developed saving and loading gameplay systems</li><li>▸ Built a tool to facilitate work in Houdini – created bounding boxes around geometry</li><li>▸ Updated character selection screen themed around the game's first expansion</li><li>▸ Designed and built a character skill based on concept animation</li></ul>
Sep 2014 – Jan 2015	<i>Gameplay Intern on Guild Wars 2</i> <ul style="list-style-type: none"><li>▸ Developed new and updated existing UI elements for various features</li><li>▸ Built restriction logic for the Play For Free feature set</li></ul>
2011 – 2014	<b>DigiPen Institute of Technology</b> Master of Science in Computer Science
2006 – 2011	<b>University of Memphis</b> Graduated Magna Cum Laude Bachelor of Science in Computer Engineering, Electrical Engineering, and Mathematics