

Passionate and professional Software Engineer skilled in UI, tools, and game development. Loves learning new technologies and creating high quality software with a test background providing insight to write more stable and secure code. Known for clean and reliable code.

Proficient Skills

- C#
- C++
- JavaScript
- TypeScript
- WinForms
- XNA
- WPF/XAML
- HTML

- Unity 3D
- Java
- Visual Studio
- Mono Develop
- Unity Editor
- Source Depot
- Git
- Game Development

Experienced with

- 2D/3D Physics simulation
- Artificial Intelligence
- Constrained hardware
- Sockets
- WebSockets
- Path Finding
- DirectX
- Open GL
- Ray Tracing
- Game Design
- Console Development

PROFESSIONAL EXPERIENCE

MICROSOFT CORPORATION, Redmond, WA

April 2010 – Present

Microsoft Windows/IE | Software Development Engineer | Test

Technical SDE in Test providing tools, frameworks, automation, respected insight towards quality of design and guaranteed stable and delightful end-user experiences.

- Worked in high use and visibility areas within the Immersive IE UI providing users with a low bug highly satisfactory experience
- Wrote several well received internal tools, internal frameworks, and internal projects such as being a core developer on our widely used machine setup suite and common browser test library which increased team productivity
- Testing high profile project areas such as Tab View, in-page context menus, improved input handling and site pinning while managing teams of at least five members

BUNGALOW 12 STUDIOS

June 2012 – Present

Owner, Designer & Game Developer

Lead an independent game studio working towards shipping fun and professional titles.

- Building the online services for future titles using XNA and Unity using Azure with highly addictive casual games
- Designed, developed and produced the game *Builder Breaker* written in XNA and available in the Microsoft App Store

MICROSOFT CORPORATION, Redmond, WA

Microsoft Surface SDK | Software Development Engineer | Test

October 2008 – April 2010

Technical SDE in Test responsible for proving many of the controls and APIs for the Surface Table SDK.

- Responsible for covering the developer experience of the SDK making sure that even the most obscure cases were easy to use for developers
- Wrote applications to utilize the Microsoft Surface SDK controls and UI Automation for automation testing, performed manual testing which increased coverage catching regressions and improving overall reliability of controls

MICROSOFT VIA VOLT CONTRACT

March 2008 – October 2008

Software Development Engineer | Test

SDE in Test in charge of tool development for internal use on the Microsoft Surface team to reduce the amount of tedious tasks in the team's day to day jobs

HANDHELD GAMES, Lynnwood, WA

April 2007 – March 2008

Software Development Engineer

Engine and Gameplay developer for TV Games projects on a limited SPG 240 chipset and the engine teams Nintendo DS programmer with primary focus on network communication for multi-player.

- Developer responsible for Menu system, AI, first person ride perspective, economy and management screen, trophy system, and coaster rating system on the game title *Crazy Coaster*. The user experience was well regarded across the entire company for bringing a great roller coaster experience to a 2D plug and play title.
- Engine developer responsible development and redesign of the networking capabilities specifically Single-card Download Play, multi-card wireless play, and online Nintendo Wi-Fi play as well as 3D collision detection and reaction providing an easy to use library that was used in titles such as *Cheetah Girls 3 DS* and future titles

PROFESSIONAL DEVELOPMENT

Wintellect Training at Microsoft

Advanced Windows Debugging (Native/Managed), XAML, HTML 5 and JavaScript, .Net Threading, and JQuery

EDUCATION

Bachelor's Degree in Computer Science with emphasis on Real-Time Interactive Simulation

DigiPen Institute of Technology Redmond, WA