Champlain College, Burlington, VT **Bachelor of Science in Game Programming**

- Minor in Mathematics
- GPA: 3.8 (4.0 Scale)
- Made Dean's List every semester

SKILLS AND QUALIFICATIONS

- C++, C#, Java
- Visual Studio, Eclipse, Unity, Unreal
- Git, SVN, Jira, Confluence

- Communication
- Adaptability
- **Creative Problem Solving**

EXPERIENCE

GAME ACADEMY, BURLINGTON, VT | Teaching Assistant

- Helped students keep up with the programming lectures when they were struggling
- Floated between different classrooms to help students with programming issues or to provide feedback on their game ideas

GIV TECH AND DESIGN, BURLINGTON, VT | Residential Assistant

- Watched over 60 high school-aged students from 8:00 a.m. to 11:00 p.m.
- Worked as the Teacher's Assistant in the Advanced Game Dev class while also helping in the Intro Game Dev class most days

Champlain College, Burlington, VT | Programming and Math Tutor

- Assisted students with math and programming assignments
- Worked with multiple students at once in a variety of subjects

Party City, Burlington, VT | Team Member

- In charge of all front-end responsibilities while on shift
- Ran the cash registers, answered questions both in person and on the phone, and fulfilled balloon orders

PROJECTS

shutterbuds

- August 2024 May 2025 Worked in a group of 17 people in Unreal Engine 5 to create a multiplayer picture-taking game
- Created a working algorithm that knows when an object is in the camera's viewport
- In charge of UI programming and base systems, including the quest system and shop
- Game released on Steam in May 2025

Puzzle Collection

- Created an algorithm that makes a fully randomized sudoku board
- Utilized Allegro to display the game and register keyboard and mouse inputs
- Included basic sudoku functions like note taking, scoring, tracking numbers in different boxes, and a win state

August 2021 - May 2025

July 2024

June 2024

August 2023 - May 2025

June 2022 – April 2023

June 2024

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