

I am a Game / Experience Developer with experience in VR Development. I value understanding the big picture of an experience and coding for design.

Work Experience

Senior Software Engineer XR People Experiences Prototyping	Meta Burlingame, CA	Oct 2019– Mar 2026
• Rapid Prototyping of VR experiences in Unity3D using internal in-development technology, such as Codec Avatars • Worked on a team to develop VR experiences for leadership to guide decision making, including multiple CEO demos for Mark Zuckerberg. Worked with Product Managers and other stakeholders to develop experiences that were stable and told the required story, often developed within weeks. ○ Experiences have led to company direction decisions at both VP and CEO level • Developed VR experiences for UXR, working closely with researchers to create an experience that tests required variables, can be easily used by operators, and is stable despite being developed with early technology with short timelines • Worked in C++ Interop plugins to add required features for experiences and to debug tech issues • Worked with experimental hardware technology such as: HoloLens, Optitrak, Kinect Azure, and 3D CAVE development • Experiences required VR Interaction design, UI development and design, Networking, C++ Interoping		
Lead Software Engineer	Construct Studio Burlingame, CA	2016–2019
• Led the development of multiple VR and AR client and internal projects. Managed the engineering team's schedule, scope, and resources for multiple internal and client projects. • Rapidly prototyped new game mechanic concepts in Unity for game designers to test, then built out prototypes into full working systems. Wrote C# code for hand interactions, events, IK rigs and physics • Developed Unity editor tools and import pipeline, utilizing Unity Editor GUI scripting • Designed and developed a Maya Plugin in Python to set up and export a model in a custom container with gameplay related metadata. Designed and developed a JSON Schema and Javascript based JSON Template Editor for custom container metadata input and output • Narrative Designer of <i>The Price of Freedom</i>. Designed VR environments to create an immersive narrative experience, as well as creating story and writing dialog		
Full Stack / Flash Engineer	Unique Logic & Technology Asheville, NC	May 2007–Mar 2014
• Designed and implemented applications for various client products and internal use with Web2py and Javascript. Developed Flash based chat and video software implementing socket technology and streaming video. • Designed and developed ADHDNanny.com, a Flash based web application. Built flash front end and PHP/MySQL Backend. Created illustrations, character designs, animations, print media.		

Education and Certifications

• Masters of Entertainment Technology , Carnegie Mellon University.	May 2016
• B.A. in Multimedia Arts and Sciences, Interactive Design Minor in Computer Science , University of North Carolina, Asheville	May 2006

Technologies, Languages and Skills

- **Languages:** C# , C++, HLSL/GLSL, Python (Recent) PHP, Javascript, MySQL
- **Technologies:** Unity3D, Unreal, WebRTC, Photoshop, Git, Logic / other DAWs
- **Other:** VR/AR Development Experience, Rapid Prototyping, Narrative Design, Game Design, Sound Design

Projects

- **The Price of Freedom** - VR Narrative experience for HTC Vive, exploring the a fictional narrative based on true MK Ultra documents. Lead developer and narrative designer. Nominee, Best Narrative, Unity Vision Summit 2017
- **Beatstep Cowboys** - Couch Multiplayer Strategy Shooter game. Designed levels and Gameplay mechanics and interface for a Twitch Play version of the game to mitigate lag between chat input and video output, utilizing the Twitch API and NodeJS. Winner Best Gameplay, Intel University Games Showcase 2017.
- **Preparing** - Cozy wordless Narrative Experience about preparing a room for a new baby. Solo developed for 2026 GMTK Game Jam ("Countdown"). Scored top 3% of Narrative.
- **The Last Host** - Duel Stick Shooter Experience. Contributed Narrative Design, opening narration and cutscene art. Winner, Godot Wild Game Jam #56 ("Monster")

Other Interests

- Background in Music and Sound Design. Play Guitar and Keys in a band.