

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

Work Experience

Senior Software Engineer	Meta Burlingame, CA	Oct 2019–Mar 2026
• Worked on a team in Unity3D to rapidly prototype VR demos and experiences featuring internal early tech. ◦ Experiences required VR Interaction design, UI development and design, Networking, C++ Interop. • Demos were used to guide leadership decision making, including multiple demos for Mark Zuckerberg. Worked with Product Managers and other stakeholders to develop stable experiences that told the required story. ◦ Experiences have led to company direction decisions at both VP and CEO level. • Developed VR experiences for UXR, working closely with researchers to create software that was stable, tested required variables, and easy to use by operators, despite being developed with early technology and short timelines. • Worked in C++ to Interop plugins in Unity. Added features and debugged technical issues. • Worked with experimental hardware technology such as: HoloLens, Optitrak, Kinect Azure, and 3D CAVE.		
Lead Software Engineer	Construct Studio Burlingame, CA	Jun 2016–Sep 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 a fictional narrative based on true MK Ultra documents. Lead developer and narrative designer. Nominee, Best Narrative, Unity Vision Summit 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.
- **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.

Other Interests

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