
California Polytechnic State University
B.S. in **Computer Science**,
Concentration in Interactive Entertainment

San Luis Obispo, California

2021

Experience

Dire Wolf Digital

Software Engineer, Unity

2021-2025

- Successfully **shipped 8 game titles** and expansions for Windows, Android, MacOS, and IOS
- **Primary Unity Engineer** on 2 game titles and 4 DLC expansions: *Munchkin* and *Clank!*
- Developed modular components in **Unity using C#** to enable code reuse across multiple projects
- Took full ownership of the **design and implementation of new features**, from gathering requirement and planning integration to release and post-launch support
- **Collaborated with artists and designers** to translate creative concepts into functional, immersive gameplay features and systems while retaining the spirit of their original vision
- Wrote **robust, well-tested features** matching existing architecture of the **established code base**
- Built strong working relationships with other developers that **promoted open collaboration**, sharing of best practices and techniques, **cooperative problem-solving**, and a supportive team culture
- Established branching strategies that improved release cycles and minimized integration conflicts
- Resolved bugs and edge-case behaviors through **detailed investigation and root cause analyzes** to implement long-term solutions and prevent regressions
- Delivered **stable, production-ready code for released games** to provide players with high-performance and seamless updates in a multi-platform live service environment
- Identified risks and monitored project scope to adjust for shifting priorities and resource availability
- Participated in **peer code reviews**, providing constructive feedback and maintaining code consistency
- **Optimized application performance** to improve execution time, memory usage, and frame rate

Skills

- Proficient in multiple programming languages:
 - **C#, Python, C++, and Java**
- Created and published a multiplayer game in **Unreal Engine** with dynamic AI behaviors
- Methodically breaks down complex problems into smaller logical components
- Experienced with **AI behavior scripting**
- Works effectively in **cross-functional teams**
- Well-versed in both **Git** and **SVN**
- Developed with **OpenGL** for real-time games and **3D rendering pipelines**
- Fluent in several multiplayer architectures
- Practical experience **leading small teams**
- Experienced with physics systems to create realistic interactions and emergent behaviors
- **Detail-focused** with a commitment to quality
- Actively seeks feedback to grow technical and professional skills