

DESIGNER

Platform ■ Mobile ■ Web

■ **Technical Skills**

Design:	Adobe Creative Cloud, Maya
Game Engines:	Unity, Unreal, Construct, GameMaker
Languages:	C#, Java, PHP, Ruby, Javascript, SQL, BASH, HTML5
O/S:	Windows, UNIX, Mac
Communication:	Trello, GitHub, Slack

■ **Experience****Mobile Application Developer, Center for Applied Informatics
November 2013-May 2016 Highland Heights, KY**

- Swiftly create engaging prototypes that exceed employer expectations
- Develop responsive games across Web, iOS, and Android
- Oversee and assist deployment of 18 mobile games on time
- Collaborate with co-workers to create exceptional software for clients

**NKU Business Inkubator, Inclusive Games
Summer 2015, Highland Heights, KY**

- Founder of business to develop accessible games for everyone
- Write and maintain technical game design documents for team
- Create inclusive user experiences in games
- Deploy cross-platform games on PC, Web, Mobile, and Console

■ **Education****Northern Kentucky University, Highland Heights, KY
August 2012-May 2016
B.A. in Media Informatics
Minor in Computer Information Technology**

- Recipient of Excelsior Award
- Recipient of AbleGamers Fellowship Award
- Vice President of the MINjas (Media Informatics organization)
 - Run game tournaments for 24 hour charity marathons

■ **Volunteer****AbleGamers Charity Fellow
May 2016-Present**

- Present game accessibility presentations nationwide
- Write articles containing new insights into game accessibility

**SIGGRAPH Student Volunteer
August 2015 & July 2016, Los Angeles Area, California**

- Communicate with staff to run technology booths
- Assist with demonstration of virtual reality technology