**SUMMARY**

Results-oriented Senior Software Engineer with a proven track record of 11+ years in the mobile gaming industry. Excel in designing and implementing scalable, high-performance systems that drive player engagement and retention. Thrive in fast-paced, collaborative environments where innovation and creativity are paramount. Expertise spans the entire software development lifecycle, from concept to delivery, ensuring smooth execution and timely delivery of projects.

**EXPERIENCE**

*Electronic Arts* 6/2019 - present

**Senior Software Engineer,** 4/2021 - present

Led projects in Unity client and Java server, re-architecting TSB and prototyping a brand new game.

* Created weekly gameplay Prototypes with **Unity C#** on new game project for R&D
* Enhanced and bug fixed TSB22 and TSB23 mobile game apps before and after release
* Migrated TSB project to **Git** from **Perforce**
* Collaborated with Product team as main point of contact to create migration documentation

**Software Engineer, Glu Mobile,** 6/2019 - 4/2021

Worked in Unity Client and Java server to help release multiple mobile game projects.

* Built and released Deer Hunter World to beta in 3 countries, 2 separate times
* Released and updated features for WWE Universe
* Developed full stack engineer skills by working on server **Java** and client **Unity C#**

*GSN Games* 9/2017-6/2019 **Software Engineer**

Feature driven full stack programming for anything new with WorldWinner.

* Built new features and games for WorldWinner App in **Unity C#**
* Lead engineer for releasing the App on **Android**
* Developed full stack engineer skills on server **Perl**, client **Unity C#**, and web **Javascript**

*Story Arc Media* 6/2013-9/2017 **Senior Developer**

Led project to move Poptropica to mobile and to build a brand new Poptropica Worlds game.

* Released new Poptropica Worlds App/Web game in **Unity C#**
* Lead Engineer of new Poptropica Worlds project
* Built and released **Flash Actionscript 3.0** mobile App of Poptropica

**SKILLS**

C#, C++, Java, Javascript, Swift, Perl, NodeJS, ReactJS, Unity, XCode, Haxe, IntelliJ, Rider, Visual Studio, Jira, Confluence, Git, SVN, Perforce, Trello, Miro, Figma

**EDUCATION & CERTIFICATIONS**

**Game Design & Development,** *Rochester Institute of Technology* 2012

**Manager Tools Effective Communicator Training Certificate** 2018