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PROJECTS

WPI, Major Qualifying Project – Hooping <http://hooping-game.com>
• Designed and created a 3D space racing game
• Wrote most of the ship movement and collision detection code, some obstacle controllers, and game timer

WPI, Independent Study Project – Climate Connections Card Game
• Designed and created a card and computer game to aid school children in learning about climate change
• Sponsored by US FIRST

WPI, Interactive Qualifying Project – WPEye.Net: An Alternate Reality Game for WPI Admissions
• Served as team leader, organized and coordinated efforts of the team's members
• Created puzzles and challenges for game content

WPI, Humanities Sufficiency Project – Animated Short Film
• Wrote, animated and edited a short film adaptation of Aesop's fable, "Androcles and the Lion"

UMass, 3D Animation and Digital Editing – class project
• Animator and special effects designer for "EWE-F-O II" animated short film.
• Successfully devised a "wormhole" effect, similar to that used in the movies "Stargate" and "Contact"

EDUCATION

Worcester Polytechnic Institute, Worcester, MA March, 2009
Bachelor of Science in Interactive Media and Game Development
graduated With Distinction

University of Massachusetts, Amherst, MA December, 2000
Bachelor of Science in Computer Science

SKILLS

Languages: C/C++, Java, Visual BASIC, HTML
Operating Systems: Windows Vista/XP/2000, UNIX, Mac OS
Programs: Microsoft Word, Excel, Visual Studio; Adobe Photoshop, Autodesk Maya, YoYo Games
Game Maker, Macromedia Director, Clickteam Multimedia Fusion 2
Game Engines: Terathon C4, Sun Java Monkey Engine

WORK EXPERIENCE

Camp Instructor, iD Tech Camps, Cambridge, MA May – August, 2007
• Instructed older campers in Advanced Programming using C++
• Instructed younger campers in Video Game Creation using Multimedia Fusion 2
• Aided in camp preparation, organized activities and maintained the safety of all campers

Quabaug Corporation, North Brookfield, MA

March, 2003 – August, 2006

Laboratory Technician (March, 2004 – August, 2006)

- Responsible for testing stock daily to make sure it matched specifications
- Maintained database of new and experimental formulas
- Provided help and support for factory personnel
- Aided other technicians with computer-related issues

Sole Service Person (March, 2003 – March, 2004)

- Routinely cycled fresh and cured stock to sole molders
- Cleaned and changed mold presses

ACTIVITIES

WPI Game Development Club

2007 – 2009

- Participated in several game jams and other events

University of Massachusetts Minuteman Marching Band

1996 – 2000

- Field Staff, 1998-2000: Aided rookies in marching technique (Band Camp); Leader and assistant throughout the season