

## EDUCATION

**NORTHEASTERN UNIVERSITY**, Boston, MA

May 2021

Khoury College of Computer Sciences

*Candidate for a Bachelor of Science in Computer Science & Game Development, Minor in Music Technology*

**Honors:** GPA: **3.619/4.0**, Dean's List, National Merit Pfizer Inc. Scholarship

**Activities:** Northeastern University: Pep Band, Game Development Club, Animation Students Association

## RELEVANT COURSEWORK

Algorithms & Data, Building Game Engines, Calculus, Computer Systems, Discrete Structures, Fundamentals of Software Engineering, Game Concept Development & Production, Game Design Capstone, Game Programming, Math Fundamentals for Games, Networks & Distributed Systems, Object-Oriented Design, Programming in C++, Rapid Idea Prototyping for Games, The Business of Games, The Eloquent Presenter, Unreal Fast Track

## TECHNICAL SKILLS

- **Programming Languages:** C#, C++, C, Java, Python, HTML, CSS, Racket
- **Operating Systems:** Mac OS, Linux, Windows
- **Tools:** Unity Engine, Git, Oculus Rift/Quest, HTC Vive, Visual Studio, Unreal Engine, IntelliJ, Eclipse, SteamVR, Wix, Blender, Vagrant, VirtualBox

## WORK EXPERIENCE

*Intern, Pfizer Inc.*, New York, NY

June 2020 – August 2020

- Participated in cross-functional project to develop software application utilizing Siri voice recognition to enhance the productivity and effectiveness of Pfizer sales representatives
- Researched available digital and technology resources for delivering content to end users resulting in a renewed, accelerated focus on a project that had previously been on hold
- Interviewed Sales and Marketing clients to gather end user requirements and used findings to develop reporting formats and technical specifications

*Virtual Reality Programmer, ReGame-VR Lab*, Boston, MA

July 2019 – June 2020

- Created “Throw At Target” and “Pong & Obstacles” virtual reality games with Unity3D to facilitate the integration of VR and active video gaming into clinical practice and physical therapy
- Worked independently as sole dedicated project member for 2 games
- Programmed for peripherals including the Oculus Rift, Oculus Quest, HTC Vive, and Wii Balance Board
- Modified and implemented art and sound assets from Unity Asset Store
- Met weekly with supervisor to discuss current progress, troubleshoot challenges, and set goals/deadlines

## PROJECTS (*Game Jam Submissions, Websites, VR/AR Demos: on GitHub, LinkedIn, and/or personal website*)

**Sleepy Jeff**, Boston, MA

January 2019

- Created 3D action game using Unity Engine (C#) for Global Game Jam 2019
- Coded player input with mouse, communicated ideas with team members, and integrated art and sound assets
- Collaborated with a team of 6, consisting of coders, artists, and sound designers/composers

**Bird Brigade**, Boston, MA

January – April 2019

- Programmed 2D shoot-'em-up game using Unity Engine (C#) for Game Programming class final project
- Developed UI/UX assets to display player and boss health, and convey other important information to the player
- Conducted playtests with other students and iterated on feedback

**Website on Auto-Tune**, Boston, MA

December 2018

- Designed website chronicling usage and reception of Auto-Tune software in music using Wix
- Analyzed trends and artistry involved in its history

**360 Video Demo and AR Demo**, Toronto, ON, Canada

May 2018

- Developed AR project and 360° video demos, the latter viewed in VR, as part of study abroad program
- Raised awareness of community project through geotagged AR demo with team, utilized Hoverlay mobile app
- Filmed 360° videos of Toronto PATH underground, edited together with team to travel through in VR, used provided 360° cameras and HTC Vive for creation and presentation