

GAME DEV EXPERIENCE

Gameplay Programming Contractor

NDA (Unity C# Game)

Renton, WA

May 2025 - February 2026

- Developed physics-based movement modes, interactions, and features in Unity C# for a confidential project on a fixed 9-month contract.

Gameplay Engineer

Endeavor One

Seattle, WA

June 2022 – February 2025

- Architected five core gameplay systems spanning player and agent movement, modular damage flow, dynamic UI, VR interactions, and a unified feedback pipeline.
- Built a centralized feedback pipeline used across disciplines to trigger and manage lifecycles for music, SFX, VFX, haptics, debris, and decals.
- Engineered physics-based combat and weapon features including [swing prediction simulations](#), dynamic hit locations, [hit feedback](#), [penetration resistance](#), and [weapon feel](#).
- Built dozens of gameplay prototypes, including stealth systems, dynamic UI, AI coordination, physics-based weapons, movement modes, and boss mechanics (weak spots, breakable armor, parrying).
- Optimized [Marvel's Iron Man VR](#) by identifying memory leaks and performance bottlenecks responsible for crashes, frame drops, and loading hitches.
- Resolved 50+ critical and progression-blocking bugs in *Marvel's Iron Man VR* across code and visual scripting while integrating quickly into a mature co-development codebase.

RELATED EXPERIENCE

Senior Software Developer

ERP Edge

Seattle, WA

March 2025 – Present

- Built custom C# and SQL-backed services for live ERP systems, automating business workflows across 20+ client companies.
- Enhanced backend services and dashboards used by hundreds of concurrent users without service interruption.
- Modernized legacy Epicor ERP systems by replacing client-side embedded code with server-executed REST functions.

Software Developer II

ERP Edge

Seattle, WA

May 2017 – June 2022

EDUCATION

DigiPen Institute of Technology

Master of Science in Computer Science. Concentration in Computer Graphics.

Redmond, WA

August 2020 – April 2022

Pacific Lutheran University

Bachelor of Science in Computer Science. Minor in Mathematics.

Tacoma, WA

August 2016 - April 2020

SKILLS

Programming Languages: C#, C++, SQL, JSON, Lua, Java, HTML, ASP.NET

Tools: Unity, Perforce, Git, Unreal Engine, TeamCity, Visual Studio, Visual Studio Debugger, SQL Server Management Studio

Techniques: Gameplay Programming, Object-Oriented Programming, Event-Driven Architecture, Memory Profiling, Performance Profiling, System Planning, Cross-Collaboration, REST APIs, Database Management, Requirements Gathering, Peer Review