

## Professional Experience

### Eyeview Digital

10/14 – Present

New York, NY

#### **Automation Engineer:** 01/17 – Present

- Developed a checklist automation tool using the Salesforce SOAP API that is used for quality checks on all campaign and creative setups.
- Implemented the Coaching Kata into the department that has led to the streamlining of creative setup process from over 2 days to less than 1.5 days.
- Test APIs for data integration into videos that has led to the implementation of granular weather conditions in dynamic videos such as regional pollen and flu index.
- Create code templates for the Technical Operations team that has streamlined data integrations and map creation for dynamic videos.
- Developed web based tools using JavaScript that simplified quality checks of videos and builds out video sample pages for client approvals.

#### **Technical Operations Production Engineer:** 10/14 – 01/17

- Develop web scrapers using JAVA and Python to gather retail, weather, and sports data from JSON and XML based APIs that are populated into Dynamic Videos.
- Created a location toolkit in JAVA that leverages the Bing and Selenium APIs to create customized maps that feature several location pins that can be customized for clients.
- Developed JAVA codebase that creates an HTML based sample page and populates the page with video variants that will serve in an ad campaign.
- Execute SQL queries to determine if pixels implemented on client sites are firing and populating macro data to be used in data analytics.

### Ziff Davis

09/13 – 09/14

New York, NY

#### **Ad Operations Manager / Ad Tech:** 09/13 – 09/14

- Collaborated with development team in the creation of QA protocols and test units that allowed the ability to test custom advertising on internal sites.
- Refined HTML, CSS, and JavaScript code in 3rd party serving tags that failed to meet IAB standards for ad units including formatting.
- Developed a web portal using HTML and JavaScript to streamline tasks, such as the creation of test pages.
- Managed ad campaigns from setup to completion while ensuring full delivery on target goals and hit campaign performance goals.

### Sony DADC

03/12 – 05/13

New York, NY

#### **Integration Engineer / Onboarding Technician - Contract:** 03/12 – 05/13

- Assisted partners with the migration over to the DDEX specification that manages the distribution of content such as music and movies.
- Executed SQL queries to manage product delivery and push statuses to fix content ingestion issues.
- Developed scripts and tools with C# and JavaScript to streamline tasks such as generating XML files used in delivering test products.

### XS Games

04/08 – 03/12

New York, NY

#### **Senior Quality Assurance Lead Analyst:** 04/11 – 03/12

- Verified two Wii titles met Technical Requirement Guidelines and contained no game stopping bugs.
- Tested antivirus software and updates to ensure operation on various system configurations.
- Analyzed multimedia software developed for Mac to ensure all released features worked as intended.

#### **Technical Quality Assurance Lead Analyst:** 06/09 – 04/11

- Reported defects found based on Technical Requirements and internal game breaking guidelines that would be prioritized.
- Tested software for any Technical Requirement issues for iOS, PlayStation Portable, and Nintendo Wii before submitting to manufacturer testing.
- Developed test cases for games that would be executed by small team of testers working on that title.

#### **Quality Assurance Analyst - Contract:** 04/08 – 01/09

- Performed test cases, regression tests, and general tests against several shipped software titles that ensured they were fault free and had a high reliability rate.

### ShadowKeepStudios

01/11 – 04/12

New York, NY

#### **Game Programmer - Freelance:** 01/11 – 04/12

- Implemented game play features and assets based on design direction in Unity3D making use of JavaScript and C# for the mobile game Mutton Math.
- Created test builds to test Mutton Math with various users and make changes based on user feedback.
- Developed framework in C# for a top down game that was not released.

## Projects

### **Global Game Jam 2017 - Dark Matters**

2017

- Developed game using the 2D game functionality in Unity3D and C# for handling game logic.
- Created assets for the game using Photoshop for player character, enemies, and environment.

### **Portraits USA, Inc.**

2015

- Created a backend system to recover passwords that makes use of PHP to email recovery codes to a user.
- Built a webpage to host backend system that fell in line with the company's current website.

### **Global Game Jam 2014 - KTM**

2014

- Implemented gameplay management system to handle different game states using C# in Unity3D.
- Created game assets for the game in Photoshop that includes all characters, masks, and environment textures.

### **Lone Warrior**

2013

- Developed a simple enemy rush game in HTML5 and JavaScript for the Google Chrome Web Store that could also be played in mobile browsers.

### **Global Game Jam 2013 - Pulse in the Dark**

2013

- Programmed gamestate management and made tweaks in code to help improve the feel of game controls.
- Assembled prefabs for use in final game and implemented the assets into the game.

### **Global Game Jam 2010 - Deceptive Platformer**

2010

- Contributed to the game design of Deceptive Platformer that ended up winning best at location and was displayed at Babycastles.
- Created game assets in Photoshop and Illustrator that would be used as game elements such as platforms and level backgrounds.

## Education

### **Unity Developer Day**

08/17 Microsoft, New York, NY

### **Unity Developer Day**

08/16 Microsoft, New York, NY

### **Playcrafting: UX Workshops**

05/16 Playcrafting, New York, NY

### **Master Class: MDA Workshop with Marc LeBlanc**

07/11 NYU Game Center, New York, NY

### **Masters of Science, Computer Science, Board of Trustees Scholarship**

05/09 Pace University, White Plains, NY

### **Bachelor of Arts, Computer Science / Studio Art, Board of Trustees Scholarship**

05/07 Manhattanville College, Purchase, NY

## Organizations

### **International Game Developers Association:**

NYC Chapter

Special Interest Groups - Unity, Serious Games, Game Design, Quality Assurance, Indie Games

### **US Tennis Association:**

Men's 3.0 Captain, Mixed 6.0 Captain, Mixed 7.0 Captain

## Technical Skills

*Languages:* JAVA, C#, HTML / HTML5, CSS, JavaScript, XML, JSON, SQL, Python

*Tools:* Visual Studio, Unity3D, IntelliJ, Git, PostgreSQL, Photoshop, Android Studio

*APIs:* Bing Maps, Weather Alpha, Weather Underground, CoFactor, Twitter, Selenium, RESTful Web

*Processes:* Reliability Testing, Automation Assessment, Web Development, Game Development, Improvement Kata