

Professional Experience

Technical Operations Production Engineer/Automation Engineer, Eyeview Digital

10/14 – Present New York, NY

- Develop web scrapers using JAVA and Python to gather retail, weather, and sports data from 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 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.
- Determine where there is need for automation and develop either JAVA code or HTML5 tools that streamline manual tasks.
- Collaborate with Development and Product teams to QA new features released for internal platform to ensure they function as intended before releasing company wide.

Ad Operations Manager / Ad Tech, Ziff Davis

09/13 – 09/14 New York, NY

- 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.

Integration Engineer / Onboarding Technician - Contract, Sony DADC

03/12 – 05/13 New York, NY

- 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.

Senior Quality Assurance Lead Analyst, XS Games

04/11 – 03/12 New York, NY

- 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.

Game Programmer - Freelance, ShadowKeepStudios

01/11 – 04/12 New York, NY

- 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.

Technical Quality Assurance Lead Analyst, XS Games

06/09 – 04/11 New York, NY

- 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, XS Games

04/08 – 01/09 New York, NY

- 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.

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 in Photoshop including 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

08/16 Microsoft, New York, NY

Playcrafting: Workshops and Classes

05/16 - Present 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

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