

**Education:**

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- University of Georgia, Computer Systems Engineering, 3.88 GPA
- Expected graduation: May 2019

**Skills:**

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| • Programming – Java, C++ (3 Years) | • Version Control – Git (2 Years) |
| • Unity3D – C# (2 Years)            | • Adobe Premiere (3.5 Years)      |
| • VR Development (2 Years)          | • LaTeX (1 Year)                  |

**Projects:**

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Virtual Cockpit (Capstone Project) | *Developer* | August 2018 – May 2019

- Worked with an aerospace company to build a VR cockpit with haptic feedback
- Tested many haptic solutions, including ultrasound and robots, to find the best device
- Enabled rapid prototyping of cockpit design with modular input components

Breadwinner VR | *Designer, Programmer* | September 2016 – January 2018

- Published to Steam, a fun and eye-catching VR game as a solo project
- Showcased at IBIE 2016 tradeshow in Las Vegas, seen by thousands of people
- Communicated regularly with client to check criteria was met
- Offered insight on gameplay and design to create a more engaging experience

Virtual Stem Buddy | *Developer* | August 2016 – August 2017

- Developed character creation tool as part of a project to make learning more approachable for children
- Field tested by thousands of children at the Children's Museum of Atlanta
- Collaborated effectively in a group to perform different tasks & communicate clearly

**Work History:**

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Charles River Analytics | *Software Developer Intern* | Boston, MA | May 2018 – August 2018

- Worked with developers to create an AR battlespace simulation for military use
- Created a library of generalized and reusable visualizations for several applications
- Ported existing applications to a variety of AR headsets
- Learned from experienced Unity experts on best practices for simulation applications

University of Georgia VE Lab | *Researcher* | Athens, GA | May 2016 – Present

- Published two research papers looking at unique challenges facing Virtual Reality
- Integrated VR with other cutting-edge tech including Robots and Motion Tracking
- Conducted multiple research studies, explaining to 100+ people what to do expect
- Worked closely with researchers across several different fields

University of Georgia | *Teaching Assistant* | Athens, GA | August 2016 – December 2017

- Answered questions and helped students understand a rigorous course
- Graded projects and tests for hundreds of students in a timely manner
- Built a positive relationship with students engaged with the material

**Leadership Experience:**

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Georgia Game Developer Association (Athens Chapter) | *President* | Sept. 2016 – Present

- Organized game jams for tens of competing teams and hundreds of dollars in prizes
- Searched for sponsors to alleviate costs of venue and food
- Held monthly meetings for professionals and hobbyists alike to meet and speak with each other about current projects, design ideas, and the gaming industry

UGA IEEE Chapter | *Vice President* | August 2015 – Present

- Oversaw activities and meetings for UGA's largest engineering organization
- Taught other students the basics of coding in C#, using Unity, and how to make a project compatible with various VR headsets
- Offered hands-on experience with various computer systems to interested students who otherwise would not have access

UGA Board Game Club | *Vice President* | March 2018 – Present

- Came up with ideas to grow club size from 20 to 60+ regular members
- Organized profit-sharing events with local game stores
- Collaborated with eSports club to run board games tournaments