

## Experience

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**Gameplay Engineer III**, Epic Games 01/2025 – 03/2026

- Implemented social communication features for a 3rd person action game.
- Provide feedback for emerging technologies from UEFN and Verse teams.

**Senior Software Engineer**, Blizzard Entertainment 06/2019 – 01/2025

- Inherited and expanded on the core gameplay combat simulation, notably adding support for the newest units in *Warcraft Rumble*.
- Designed and implemented multiple seasonal events and special login rewards for both *Hearthstone* and *Warcraft Rumble*, increasing player engagement.
- Architected and implemented multiple features for *Warcraft Rumble* and *Hearthstone*, including PvP ladder, guild chat, dungeons, and seasonal rewards.
- Primary engineer for bringing the 10th class (Demon Hunter) to *Hearthstone*.
- Primary engineer and secondary designer for the *Hearthstone* game mode: *Duels*.
- Retooled *Hearthstone*'s 1v1 challenge system to a full fledged party system; implemented *Hearthstone Battlegrounds* parties and private lobbies.

**Technical Designer, Gameplay Programmer**, ArenaNet 11/2016 – 03/2019

- Authored a modular event-based skill system with multiple layers of interactions for an action RPG. Prototyped a variety of skills, quests, NPC behaviors, and puzzles for that action RPG.
- Designed a framework for world NPC dialog to be dynamically altered and deliberately chosen from across thousands of lines based off of the current game-world state.
- Evangelized proprietary tools, serving as the primary internal customer for new game engine technology, including animation systems, the scripting layer, and data editors.
- Inherited and extended a unit and spell system for a mobile deck-building strategy game, simultaneously creating cards and the tutorial content to teach the nuances of each card's mechanics.

**Software Test Engineer**, Amazon Game Studios 03/2016 – 10/2016

- Established a test automation framework for multiple Amazon Game Studios' projects.
- Authored python scripts that automated smoke tests, saving hundreds of man hours of testing.

**Technical Designer**, Red 5 Studios 10/2013 – 11/2015

- Created a variety of reusable code for other designers to use in order to cut down on development costs, such as UI manipulation, encounters, gameplay objectives, seasonal events, and dungeons.
- Created content backbone for the quest feature team, utilizing LUA to build upon legacy editor and data systems, empowering them to create 500+ fully voiced quests.
- Concepted and implemented scripted sequences for cooperative multiplayer dungeons, raids, and open world dynamic encounters.
- Created content for the open world PvP zone *Broken Peninsula*. Implemented many features including PvP quests, bounties, and base upgrading.
- Created the arena PvP scripts for *Firefall*, including Team Deathmatch, Jetball and Hunter game modes. Additionally, implemented the design-side of a system that tracks over 150 stats.

## Skills & Education

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**Programming Languages:** C#, Typescript, Lua, Python, Java, SQL, C++

**Tools:** Unity, Unreal Engine, Atlassian Suite, Git, Perforce