

Profile

I am an experienced game development engineer, located in the Los Angeles area. Over the course of my career I have shipped over a dozen titles across console, web, and mobile platforms.

Employment History

Insomniac Games, Burbank, California (May 2011 to Present)

Came onboard during the final year and shipped **RESISTANCE 3** and 2 DLC packs. I went on to help ship Insomniac's first cross platform title, **FUSE**. I then shipped **SUNSET OVERDRIVE**, a next-gen Xbox One title. I am currently working on **RATCHET & CLANK** PS4.

Gameplay Programmer,

- *Gameplay*: Prototyped hero gadget ideas. Worked closely with designers to architect and iterate to find the fun in the collectibles and progression systems (including skill trees, team perks and XP.) Integrated PlayStation®Move controls in **RESISTANCE 3**.
- *AI*: Worked with designers on behaviors for two special enemy types using decider trees and creating scripting functionality.
- *Systems*: Took ownership of Scaleform middleware integration now used as a shared project.
- *User Interface*: Sole UI programmer for the HUD, lobby and pause menus. Worked with producers and artists to fix hundreds of must fix localization and TCR/TRC bugs.

Six Degrees Games, Marina Del Rey, California (July 2010 to May 2011)

Flash/Flex Programmer,

I developed immersive experiences as part of the MMO/virtual world **ACTION ALLSTARS**. I worked as a generalist on such code elements including network code, stand alone flash games, and optimizations.

- Optimized the world to consume 20 to 80% less CPU usage and increased framerate by at least 10% on low end machines by rewriting sections of rendering code using my knowledge of flash and profiling memory leaks across thousands of lines of code.
- Created monthly seasonal content and missions based on existing game framework.
- Sole developer on client side implementation of "pets," an extremely popular feature.
- Created an ActionScript Box2D physics game that had the highest subscriber conversion rate of any other subscription up sell opportunity.
- Developed an engine and first mission for inventory, dialog and exploration based game series based on design requirements.
- Created real time multiplayer tower defense style game.
- Wrote SQL queries for business analytics and data entry and suggested design improvements based on this data.
- Designed user experience and fleshed out game designs for in-world multiplayer games.
- Assisted 3rd party developers with debugging and integrating Unity games.

Big Fish Games, Seattle, Washington (May 2007 to July 2010)

Game Developer,

I developed and helped project manage several social online casual games with a team of artists, designers, and testers per project as well as programmed any needed tools that were required.

- Programmed and shipped three java applet games, six flash games, and one java server; all of which stayed in the top 10 most played games for months after their launch. One of which (**UNWELL MEL**) was ported to a successful download title.

- Contributed in programming and shipped **AMAZON: HIDDEN EXPEDITION** for the iPhone/iPad. This title was featured by Apple for the iPad launch written in Objective-C. I developed the social achievement code, localization, and fixed bugs.
- Assumed the responsibility of lead game developer for a team of five developers. I wrote general technical specifications describing how games would communicate with the back-end servers. During this process I uncovered several potential issues that would have cost the company hundreds of man-hours to resolve. This led to assisting in integrating the engineering team's Agile development process into the Game Design team's work and communication flows helping improve communications between both groups, which had previously been disjointed.
- Shipped the facebook app **TREASURE QUEST**, which had hundreds of thousands of users within its first month.
- Wrote and maintained a dev server environment and improved the team's build process.
- Assumed the responsibility of SDET and wrote testing code and QA tools; contributing to having the lowest bug count on the team.
- Maintained and updated code written by third party contractors.

Education

DigiPen Institute of Technology, Redmond, Washington (2003 – 2007)
Bachelor of Science, Real Time Interactive Simulation (Computer Science)
Minor, Mathematics

Technical Experience

ActionScript 2.0/ 3.0 and MXML (FLASH), C/C++, Java, C#, Objective-C, Python, Lua, JavaScript, Scaleform, UDK, Unity, Source SDK, SVN, Perforce, Git, JIRA, DevTrack, Fogbugz, ElectroServer, SmartFox

Shipped Titles

- Sunset Overdrive (Xbox One 2014)
- Fuse (PS3/Xbox 360 2013)
- Resistance 3 (PS3 2011)
- Action AllStars (Online Flash MMO 2010)
- Treasure Quest (Flash for facebook 2010)
- Amazon: Hidden Expedition (iPhone/iPad 2010)
- Team Bingo (Maintained - Flash game and java server for Big Fish Portal 2009)
- SnowGlobe Slots and Looking Glass Slots (Flash game for Big Fish Portal/facebook 2009)
- Diana Fortune and the Lost Temple of Gold (Java applet for Big Fish Portal 2009)
- L.O.B.E. (Java and Flash port game for Big Fish Portal/facebook 2008/2009)
- Unwell Mel (Java and Flash port for Big Fish Portal/facebook 2007/2009) - Download available.

Independent Projects

- SimpleChart (actionsript open source library for chart drawing available on GitHub 2013)
- FeministIconVille (html/js with jQuery for facebook 2011)
- Random Joke or Fact (Lua, World of Warcraft plug-in 2010)
- Bikerz Brawl (C# for Xbox 360/PC using XNA 2008)
- Super Squirrel 2 (C++ for PC 2007)

Speaker

- Panelist, **Being a Woman In Technology**, init(together) conference 4/2013
- **Board Game Design Workshop**, Girltopia for the Girl Scouts of Greater Los Angeles 11/2013
- **Live Game Coding Session**, Bent-Con 11/2013