

Projects

- **Firaxis Games – Civilization: Beyond Earth** 2013 - 2014
 - Refined creative vision for the game starting in pre-production
 - Designed and implemented multiple gameplay systems using C++ and Lua, from the tactically focused Orbital Layer to the RPG-like skill trees of the Virtues system
 - Announced the game on a PAX Panel, and represented it to journalists and fans
- **Personal – National Novel Writing Month** 2013
 - Wrote a 50,000 word fantasy novel called “The Way of Rasa” in 30 days
- **Personal – Game Jam** 2013
 - Built a Lovecraft-themed tower defense game called “A Loveton Horror”
 - Level design and C# scripting in Unity
- **Firaxis Games – Civilization V DLC and Expansions** 2011 - 2013
 - Designed and implemented the World Congress system, which allowed complex diplomatic interactions and strategic votes between multiple players
 - Researched, designed, and implemented the Assyrian and Portuguese civilizations
 - Identified shortcomings of Civilization V’s City-States system, and fixed them
 - Created history-themed and steampunk-themed scenarios with custom rules
- **Wemomedia – theBlu** 2011
 - Wrote a C# script in Unity for the art asset import pipeline
- **Carnegie Mellon University – “Storyteller” Level Editor** 2011
 - Used Python, XML parsing, and wxWidgets to add new story-focused features to the Panda3D Level Editor, including an RPG-style Conversation Tree Editor
- **Carnegie Mellon University – Building Virtual Worlds** 2011
 - Rapidly iterated through game concepts (2 weeks each on average) on unconventional platforms like a head-mounted display (virtual reality rig with magnetic trackers) and Playmotion shadow tracker
 - Programmed using Python and the Panda3D engine, and worked with different groups of three non-programmer team members for each of the five worlds

Education

- **Carnegie Mellon University** 2010 - 2012
 - Degree: Masters in Entertainment Technology
- **Stanford University** 2006 - 2010
 - Degree: Bachelor of Science in Symbolic Systems
 - Honors: Phi Beta Kappa

Skills

- Extensive knowledge and daily use of C++, Lua, XML
- Working knowledge of C#, SQL, Python, Java, Unity
- Systems and User Interface Design
- Independently seek feedback and hunt for areas to improve