

## SKILLS

### Backend/Systems

- Unity's Jobs + DOTs
- Clean Code
- C#, Typescript, Sql
- Data-driven design
- Unit Testing

### Tooling

- Unity editor extensions
- ShaderGraph, VFX Graph
- Designing custom editor authoring workflows
- Git and Perforce
- 3D modeling in Blender

### Specific applications

- Procedural mesh generation
- Behavior tree NPC AI
- ScriptableObject config
- Real time simulations
- GPU acceleration

## EDUCATION

### BS Software Engineering

Milwaukee School of Engineering | 2017

## EXPERIENCE

### Seeb Defender [fraculation.com/blog/seeb-defender-project/](https://fraculation.com/blog/seeb-defender-project/)

12/26/2020 – Current

- Built a farming simulation, tower defense, roguelite around a dynamic plant simulation
- Managed a large project and designed bespoke algorithms to reach 60FPS
- Used scriptable objects to accelerate game design and configuration
- Skills: Unity3D, C#, DOTs, 3D modeling, Performance Optimization

### L-System language extension [fraculation.com/blog/lindenmayer-implementation](https://fraculation.com/blog/lindenmayer-implementation)

12/26/2020 – Current

- Procedural mesh generation language highly optimized with multithreaded Jobs
- Extended the Unity editor import pipeline to compile custom language files into mesh generators
- Presented technical details at M+Dev
- Skills: Unity3D, C#, Unity Jobs, Unity library management, Unit and Performance testing

### Spideyboi [fraculation.com/Spideyboi/](https://fraculation.com/Spideyboi/)

07/31/2020 – 08/03/2020

- A 2D puzzle game built in a weekend, in which the player programs a spider to build a web

### AWS developer @ Milwaukee tool

01/11/2021 – 06/18/2021

- Migration to elasticsearch using Kinesis Consumer Library and AWS Lambda in a CQRS pattern
- Skills: C#, Python, Typescript, Kinesis, AWS Lambda, Git, Terraform, dynamodb

### Full stack Angular Application developer @ Sympplr Cactus, API Healthcare

08/28/2017 – 01/11/2021

- Developed full-stack Angular web applications, in a small team and as part of up to 6 teams
- Owned and documented new applications, onboarded multiple teams to our tech stack
- Improve technical direction of projects via code reviews and pair programming
- Skills: C#, WebAPI Typescript, Python, Kinesis, SQL, Agile, Angular, Git, Jenkins, Mentorship