
Career Summary

Game designer with experience leading small groups, organizing projects and events, and creating interactive games and other media. Founded and developed a prominent student organization on campus while releasing multiple game projects.

Projects

**Battlefield Lost
Island: Cold War**
2023

Designed, created assets for and programmed a Unity 3D FPS game as a solo project. You can find it [here](#).

Odyssey
2022-23

Designed 3 dungeons & 3 open-world areas for a Unity 3D action-adventure game with a team of 8 people. You can find it [here](#).

Lucky 13
2022

Built a Twine-based text adventure with multiple endings. Created concept, wrote narrative and scripted on Twine. You can find it [here](#).

Education

George Mason University | BFA Computer Game Design | 2019-2023 | GPA 3.39

Work Experience

ABM Aviation
High-Lift Driver
September 2025-
present

- Driving Class 6-7 Vehicles in all weather conditions
- Guiding vehicles operating in close proximity to aircraft.
- Loading used supplies for return to warehouse and unloading new supplies into aircraft.
- Conducting security searches of the aircraft & assisting cabin cleaners when needed.

Youth Tech. Network
Camp Counselor
June-August 2025

- Assisting lead counselor in direction of 3D Printing camps
- Leading camps on engineering design and game design thinking
- Providing feedback based on education technology experience
- Coordinating with Fairfax and Loudoun County recreation centers

Gabb Global
Junior Developer
June 2024-
November 2025

- Maintaining design documentation and tracking milestones
- Developing user stories and wireframes for language learning systems
- Translating Gabb neuroscience principles to gameplay
- Onboarding new employees
- Placing cookies and Easter eggs in obscure locations

Partygames.AI
QA Intern
December 2022 -
May 2023

- Tested multiple game modes & developed concepts for new game modes.
 - Recruited 9 additional students to assist company founder with quality assurance & user interface design
 - Created a rating system for game concepts based on what they would contribute to the platform.
-

References

References available on request