Nashville, TN

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PROJECTS

Bubono's Bumperland, Product lead, lead designer, programmer

August 2024 - March 2025

- Lead a team of five through the entire development process
- Designed the game's core features, enemies, mechanics, and level layouts
- Executed level designs and set dressed all levels
- Programmed the game's core physics and mechanics as well as bug fixing and optimization

Bubble Breach (Global Game Jam 2025), Programmer, designer

- Set up five-character ability system
- Programmed enemy AI
- Designed and programmed "mini games"
- Programmed other obstacles

EXPERIENCE

Package Handler, FedEx, *Savannah, GA*

June – July 2024

- Lifted packages from trucks onto conveyor belts

Local esports tournament organizer, Savannah Slamma, *Savannah, GA*

May 2022 – March 2025

- Communication with venue owners (cafés, restaurants, etc.)
- Bracket/tournament setup and advertising (average 20-30 attendees)
- Attendee organization (taking fees, calling sets, reporting, etc.)

Crew Member, Dunkin', *Nashville, TN*

June 2021 – August 2023

- Poured drinks and cooked food
- Opened and prepared machines in the mornings
- Operated the drive-thru and front counter
- Took inventory and counted out the drawer
- Cleaned, restocked and closed in the evenings

EDUCATION:

March 2025
Savannah College of Art and Design
Savannah, GA
Bachelor of Fine Arts, Interactive Technology and Game Development

SKILLS:

Team leadership

Game design

Level design

Programming

Organization

PROFICIENT IN:

Unreal Engine

Unity

Godot

C++

C#

JavaScript