

Professional Summary

- Software engineer with 15+ years; the last several focused on Unity game development.
- Build tools and gameplay systems that help designers ship content; comfortable with C# and Unity Editor scripting.
- Shipped an Android title and currently prototyping a couch co-op action-adventure.
- Interested in tools, gameplay, and systems roles.

Core Skills

Game Engines & Tools: Unity 3D, Unity Editor Scripting, XNA

Programming: C# (.NET Core/Framework); some JavaScript/TypeScript

Gameplay Systems: Procedural generation, AI/behaviors, Scriptable Object patterns, analytics/telemetry, in-app purchases

Architecture & Backend: Reusable frameworks, Azure services, microservices, multiplayer/server concepts

Collaboration & Process: Agile/XP, pair programming, TDD, CI/CD; cross-discipline work with designers and artists

Experience

2021-Present **Game Developer | Creative Director**

Daemon Games, LLC - Olathe, KS

- Developed Unity tools and frameworks that allow designers to author and ship features with minimal engineer involvement while maintaining standards.
- Implemented a configurable scripting system used for gameplay logic and repeatable content creation.
- Shipped Rumble Runners (Android). Prototyping EchoHeart (couch co-op action-adventure). Coordinated a small contractor team when needed.
- Tuned workflows to balance iteration speed and stability during production.

2017-2021 **Senior Software Engineer | Product Architect**

Anthology - Leawood, KS

- Worked within an Extreme Programming practice (pairing, TDD) to keep quality high and feedback loops short.
- Implemented Akka.NET with RabbitMQ for a production microservice communication layer.
- Helped modernize legacy UIs with React/Redux and automated tests to improve reliability and maintainability.

- 2006-2017 **Front-End Architect | Mobile Developer | Web Applications Developer**
Lucity - Overland Park, KS
- Introduced and supported adoption of newer platforms (ASP.NET, Android, Angular) to expand product capabilities.
 - Documented patterns and practices to improve code health across the team.
 - Mentored junior developers and presented feature work to users at annual conferences.

Projects

- 2023-Present **Project Valkyries / EchoHeart | Daemon Games, LLC**
Developing an isometric couch co-op action-adventure in Unity. Focus on procedural level generation, combat behaviors, and an event/quest system using Scriptable Objects and dependency injection.
- 2019-2022 **Rumble Runners of Feldryn | Daemon Games, LLC**
Horizontal endless runner for Android built in Unity. Implemented difficulty scaling, persistence with cloud sync, IAP, and analytics. Created a shared "Feldryn Core" to reuse systems across projects.
- 2015-2019 **Project Lilith | Daemon Games, LLC**
Party-based real-time RPG (mobile). Built an authoritative server approach on Azure Service Fabric with a Unity client and microservice game logic. Set up unit-testable gameplay systems and explored motion-capture animation.

Education

- 2003-2006 **University of Advancing Technology**
B.S., Software Engineering (Game Programming)