

Work Experience

Technical Designer and UI/UX Designer

2022 - 2025

Iron Galaxy Studios

- Implemented and bug-fixed frontend and in-game UI for *Rumbleverse*, a **AAA live service game** with a **large team**.
- Simplified widget implementations by authoring **UI materials** to increase performance.
- Implemented an inventory system in **C++** on an Internal **Unreal Engine 5** project.
- Created modular UI using **CommonUI** and improved project-wide UI implementation by establishing **inheritance** and **composition** as standard authoring practices.
- Added **controller support** for an unannounced **AAA online multiplayer** game. Ideated on design solutions to transfer KBM controls to gamepad while maintaining a good **User Experience** and **functional UI**.
- Created **wireframes** and prototypes in **Figma** to flesh out and test designs.
- Collaborated with and presented to high profile **external clients**.

Technical Designer and Gameplay Programmer

2018 - 2020

Games for Entertainment and Learning Lab

- Project Lead on *Brain Powered Games - Africa*, a series of minigames built to test and improve the cognitive functions of **HIV** exposed children in Africa. Designed **visual-based UI** for young children, designed and implemented an RTS minigame, and **traveled to Uganda** for field testing and iteration.
- Project Lead on *Quantum 3*, an education match-3 puzzle game funded by the National Science Foundation; Designed and implemented **gameplay** mechanics, interfaced with the client, and published a **Proceeding of Science** on the game.

Skills

Design

- Proficient in **UI/UX Design**, **Technical Design**, and **Systems Design**

Technical

- Fluent in **C#**, **C++**, and **Visual Scripting**
- Development in **Unreal Engine 4 & 5** and **Unity**
- Experience using **Figma**, **Miro**, **Confluence**, **Jira**, and **Perforce**
- Proficient at learning and mastering new tools, languages, and workflows

Education and Training

Michigan State University

Bachelor of Science in Computer Science | Minor in Game Design and Development

Google UX Design Professional Certificate Program