



I am a maker-of-things with an artist and a programmer at war inside of me.  
Complicated problems and creative solutions are my favorite kinds.  
I work well as one part of a team, or as a team of one.  
I love to create. Anything.

## History

- **Software Developer**  
*Zynga - Apr 16 - Jan 17*  
Develop features, systems and tools  
Maintain casino slots web client  
Convert art assets for new games
- **One man studio (self)**  
*DMKY LLC - Mar 09 - Apr 16*  
Design and build indie games  
Create and sell original artwork  
Contract app, video and ad design
- **Lead Front End Developer**  
*Locamoda - Aug 06 - Mar 09*  
Design and develop games and apps  
Build and maintain platform and tools
- **Founder / Webmaster / Baker**  
*Defcon YUM! - Sept 12 - Sept 14*  
Family owned / operated internet bakery  
Successfully Kickstarted for \$14K  
First and only one-a-day bakery
- **Level / Interface / Concept Designer**  
*Plan of Attack Team - Oct 04 - May 05*  
Design and build game levels and spaces  
Create artwork for in game HUD  
Design concept art for all aspects of game
- **Undergraduate Education**  
*Rensselaer Polytechnic Institute - Sept 02 - May 06*  
Electronic Media Arts and Comm - GPA 3.7

## Accolades

- Planet Smashers - \$75K  
Activision Blizzard  
Independent Games Competition
- Zombie Hearts Chicken  
Indie release on iOS, Android, Web
- Conveyor - \$20K  
Adobe Sony AIR App Challenge  
Winner Best Game
- LEVEL - \$10K  
Adobe Sony AIR App Challenge  
Winner Most Innovative App
- Jumbli  
Live in Times Square
- Vespidae- \$7K  
Player.IO Game Competition

## Skills

- C# Unity Engine ●●●●●○○○○○
- Game Design ●●●●●●●●○
- Animation ●●●●●●●○○
- Artistic Design ●●●●●●○○○
- Photoshop ●●●●●○○○○
- Video Editing ●●●●●○○○○
- Motion Design ●●●●●●○○○
- Actionscript 3 ●●●●●●●●●
- Adobe AIR Mobile ●●●●●●●●●