

Profile

Proactive software engineer focused on streamlining workflows and delivering cutting-edge solutions related to 3D game development. 10+ years creating impactful, time-saving tools to increase efficiency and eliminate bottlenecks within production pipelines. Seeking a senior engineering role within an innovative software development company to push the boundaries of new technology in interactive entertainment.

Experience

Sr. Programmer Analyst | Lockheed Martin

Jan. 2022 - Present | Orlando, FL

- Lead software developer and architectural designer for LogistiX, a Unity-based application enhancing operations across multiple U.S. depots and warehouses.
- Built a 3D visualization inventory management system with realtime data-flow connections to several production databases.
- Supervised a team of developers, providing technical guidance and onboarding support.
- Implemented rigorous quality assurance practices to exceed customer requirements while ensuring timely releases of new features.
- Served as Scrum leader, facilitating team collaboration, sprint planning, and customer support engagements.
- Comprehensive experience across the game development pipeline, from concept to publishing on Windows and iOS platforms.

Sr. Geospatial Engineer | Lockheed Martin

Jan. 2019 - Dec. 2021 | Orlando, FL

- Developed augmented reality (AR) experiences for Microsoft HoloLens using Scope AR's WorkLink and the Mixed Reality Toolkit within Unity.
- Built numerous, high-fidelity 3D model-based work instructions with PTC's suite of tools.
- Collaborated with customers to provide software training and gather feedback for continuous improvement.
- Conducted software trade studies, optimizing the construction and inspection of manufacturing assemblies.
- Authored training documentation, courses, and video tutorials for use across corporation.
- Processed geo-tiles from satellite imagery to produce high resolution terrain data sets for large-scale simulations.

Software Engineer | Lockheed Martin

Mar. 2016 - Dec. 2018 | Orlando, FL

- Designed and textured 3D models of commercial and military aircraft for high-fidelity simulators using the Scalable Advanced Graphics Engine (SAGE).
- Collaborated with cross-functional teams to create custom lightmaps for large-scale airfield environments during night cycles, including taxiways and building structures.

Experience

Technical Artist | C3 Pathways

Jan. 2016 - Dec. 2018 | Oviedo, FL

- Developed a highly realistic Unity-based training scenarios to assist first responders with active shooter incident management.
- Modeled and textured detailed 3D level layouts representing real world areas including the Galveston, TX cruise terminal and University of North Florida campus.
- Optimized game performance for mid-tier laptops to support LAN party experiences with over 30 players.

Lead Graphics Artist | STEM Sims

Mar. 2012 - Aug. 2014 | Gainesville, FL

- Designed realistic 2D and 3D graphics for interactive web-based educational simulations.
- Recreated Morgan State University's CBEIS building in Unity as a first-person, free-roam experience to learn about the structure's environment-friendly green features.
- Recorded and edited 50+ video walkthroughs for students and teachers.
- Enhanced front-end website design layout and contributed UI art assets including the creation of the company logo.

Education

University of Central Florida | 2014 -2015

Florida Interactive Entertainment Academy (FIEA)

M.S. in Interactive Entertainment

University of Florida | 2007 - 2011

B.S. in Computer Engineering (Digital Arts and Sciences)

Skills

Software

Unity, Unreal Engine, Autodesk Maya, 3DS Max, Houdini, Adobe Creative Suite (Photoshop, Premiere Pro, After Effects, Illustrator, InDesign), Vuforia Engine, Vuforia Studio, Mixed Reality Toolkit, WorkLink Create, ThingWorx, Creo Parametric, Creo Illustrate, Postman, IIS, Apache | Windows, Mac, or Linux platforms

Languages

C#, Python, Java, Processing, SQL, PHP

Interests

- Woodworking / cabinetry
- Regular attendee of gaming expos
- Building complex Lego structures