

## Work Experience

- **Omnicell Inc Full-stack Software Engineer II** **Aug 2022 – Present**
  - Automated large, multi-branching customer onboarding workflows with Argo-workflows in Kubernetes.
  - Designed new features to process large quantities of data with Angular and GraphQL for customer efficiency.
  - Transformed data from internal Kafka events and SQL databases to lower latency on data queries.
  - Led large cross-team design efforts to solve complex architecture changes and enforce best practices.
- **RIT, Software Engineer** **Jan 2021 – Jan 2022**
  - Experimented and iterated on competition data presentation for viewers' understanding of cybersecurity.
  - Consumed large, obfuscated data logs to transform into visual data to present teams' progress to viewers.
- **Lost and Found game series, Game Designer** **Sep 2018 – March 2020**
  - Maintained and edited game websites to stay up to date with events and products using SASS and HTML.
  - Conducted numerous playtests and used feedback in iterative design for cards, player abilities and objectives.
  - Consulted historians and conducted research to adapt Medieval Islamic laws and customs into game mechanics.
  - Obtained CITI Certification for historical research and ethics for contributions to the game. **Nov 2018**

## Projects

- **Game Designer, Palette Swap** **Dec 2020 – Aug 2022**
  - Crafted bonus challenge levels with complex obstacles, and mini narratives through gameplay. Restructured main game levels to increase flow, readability, and cohesion.
  - Created internal pixel and vertex shaders to improve the game's graphical fidelity and visuals with HLSLs.
  - Implemented internal functions, scripts, and game systems to help connect and weave together already-existing mechanics without compromising code or functionality written by others in Game Maker 2.
  - Mediated differing design philosophies and managed multiple different work schedules to maintain productivity without conflicts.
- **Graphics Programmer, Personal Graphics Engine** **Sep 2021 – Present**
  - Designed and implemented file creation and reading architecture for streamlined development and increased flexibility of program in DirectX 12.
  - Implemented advanced graphics techniques including PBR lighting, several post-process effects, and compute shaders.
  - Utilized DearImGUI library to create robust and reactive UI for streamlining engine development and debugging.

## Education

**Rochester Institute of Technology, Rochester, NY**  
Bachelor of Science: Game Design and Development  
Dean's List, Magna Cum Laude

**May 2022**  
GPA 3.7

## Skills

Programming Languages: C#, C++, Java, Python, HTML, Ruby, CSS, JavaScript, TypeScript, SCSS, SASS, C  
Software: Unity, DirectX11, DirectX12, Microsoft Excel, Game Maker Studio 2, Unreal Engine 5, SQL, Argo Workflows, Microsoft Copilot  
Foreign Language: German (B2 Certification)