

Recent Career

Magic Chopstick Games: 2001 - present

Founder

- Design, build and distribute video games using Unity, C#, and other languages
- Execute all stages of a game's life cycle, from concept to post-release support
- Develop and release games for OS X, Windows, Linux, iOS, and Android
- Develop all necessary backend and infrastructure to support multiplayer and online features
- Distribute and maintain games across multiple storefronts

Pearson Online and Blended Learning: 2007-2018

formerly Connections Education, formerly Connections Academy

Director of Multimedia Development: 2013-2018

19-35 reports: 3 managers, 16 full-time employees,
up to 16 independent contractors seasonally

- Provided strategic and technical guidance for Pearson OBL's Curriculum Production Department
- Developed and executed corporate-wide outreach and coordination initiatives
- Defined, prioritized and oversaw the execution of major, multi-year projects
- Supervised and mentored multiple managers and their teams
- Defined and documented departmental processes and best practices
- Worked with the project management group to schedule projects and ensure the proper allocation of resources
- Acted as primary technical and design representative for Curriculum Production Department
- Prepared white papers and proposals and presented them to executive management
- Fostered a positive, harmonious work environment throughout the department
- Balanced professional autonomy with organizational needs
- Collaborated with executive management to prepare and defend budgets

Manager of Multimedia Design: 2010-2013

8 reports: 3 team leads, 5 full-time employees

- Managed and led three teams of multimedia designers and developers
- Collaborated with instructional design teams and the Manager of Instructional Design
- Supervised and guided multiple concurrent, time-sensitive projects
- Partnered with internal and external clients to design and deliver useful, engaging training and educational content
- Analyzed group performance to help plan future work

Senior Multimedia Designer: 2008-2010

- Served as the company's lead multimedia designer
- Made top-level design decisions
- Managed workflow and assignments
- Created framework for interactive tutorials that saved time and effort

Multimedia Designer: 2007-2008

- Worked as the company's sole multimedia designer
- Produced all interactive content
- Developed training storyboards with the instructional designer
- Designed and developed real-time, multiplayer online chess game for the Chess Club

Early Career

Johns Hopkins Center for Talented Youth: 2003 - 2007

IT Specialist

- Maintained and added functionality to internal information systems
- Built and maintained a data warehouse for internal data analysis
- Trained users throughout the organization in the use of said data warehouse

Greenberg Quinlan Rosner Research: 2002

Programmer

- Performed programming to conduct and analyze political polls
- Compiled and formatted poll results for political analysts
- Developed in-house tools to streamline and automate poll analysis

Syntegra: 1998 - 2001

formerly Creative Internet Solutions, formerly Control Data Systems, presently part of British Telecom

Foreign Liaison, Paris Office / Consultant: 2000-2001

- Acted as liaison and technical representative between U.S. office and French office
- Designed and implemented web-based systems integration solutions for clients in Paris
- On-site consultant for Société Générale

Developer / Senior Developer: 1998-2000

- Implemented web-based systems integration solutions
- Designed and built server-side applications for data-driven websites
- Mentored new employees as Senior Developer

Core Competencies

Technical

C# | Unity | Python | PHP | XML | JSON | JavaScript | HTML5 | CSS | SQL | R | application architecture | cloud services | prototyping | full-stack development | debugging and review | optimization | WCAG 2.0/508 Compliance

Design

Flash/Animate | Photoshop | Audition | Premiere | Illustrator | wireframing | motion graphics | production review | art direction | design direction | accessible design | audio design | composition | UI/UX

Professional

leadership | strategic planning | presentation | writing | coordination | mentoring | product management | project management | project definition and estimation | risk management | resource allocation | client interaction | budgeting | handling sensitive information | research & analysis

Education

Hood College

Present - M.S. Computer Science w/ concentration in Data Science (expected graduation: 2020-2021 academic year)

- [Spring 2020 – Graduate Student Spotlight](#)
- Coursework includes: Algorithm Analysis, Artificial Intelligence, Algorithms and Music Composition, Computer Architecture, Data Mining, Data Science, Machine Learning, Operating Systems, Principles of Software Engineering
- Current GPA: 4.0

Carleton College

1998 - B.A. Computer Science w/ concentration in Media Studies