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Work Experience



Independent Game Developer

October 2021 – Present

Producer, Software Developer (Unity/C#), Social Media Manager

- Shipped 3 games, one on the iOS App Store, one on the Meta Quest Store, and one unpublished
- ½ million+ views on social media
- See *Games, Projects, & Publications* section for details, demos, and videos



Microsoft

September 2019 – May 2021

Program Manager - Azure Commercial Experiences (Web portal for Microsoft's cloud)

- Developed and designed new data driven features for Azure by collaborating across business development, UX design, legal, support, and engineering teams in a fast-paced agile environment
- Saved Microsoft \$1.6 million a month by reducing the monthly averages of Azure payment related support cases by 1,500 (~12 hours average per support case = 28,800 human hours and \$1.6 million saved)



Microsoft

Summer 2018

Program Manager Intern - Azure Commercial Experiences (Web portal for Microsoft's cloud)

- Collaborated across marketing, business planning, and core engineering teams to develop a strategy for a new Azure commerce platform architecture & designed the UX for redeeming promotion codes



University of Texas Applied Research Laboratories

Summer 2017

Software Developer Intern



Tietronix Software Inc

Summer 2016

Software Developer Intern

Games, Projects, & Publications



Break Room | Meta Quest 3 game made with Unity (C#) | [On the Meta Quest store!](#)

2024 - Present

- Physics simulator, accurate object smashing physics in VR and AR
- Features include: AR Occlusion, AR shadows, 5 breakable physics objects, Meta OVR Oculus package



Familiars: AR Animal Companions | iOS app made with Unity (C#) | [On the iOS app store!](#)

2023 - 2024

- Tracks the Apple Watch in 3D space and projects augmented reality animals on top of it
- AR animals are intractable, bonds can form, and AR animal trading cards were designed and printed



Is Vision Pro a Rare Apple Marketing Miss? | Article published by Augmented Reality Insider | [Link](#)

2023



Augmented Reality Pokémon Card Battles | iOS app made with Unity (C#) | [Video](#) | [Social Media](#)

2022

- Multi-image tracking AR application with 9 fully animated models, real shadows, interactions, and battles
- ½ million+ views on social media following the development of the projects



Games

- **7+ smaller games made:** Available to play on itch.io, public GitHub repos, game jams (C#) | [Link](#)



Custom 3D-Printed Augmented Reality Headsets | 1st Place 2019 UT Engineering Capstone Award (C#) | [Video](#)

- Built two portable AR headsets that track head & hand location and orientation outdoors in real time
- The headset hardware structure was built, modified, and 3D printed based on an open source design

Education



University of Texas at Austin | May 2019

Electrical and Computer Engineering | BS

- UT Honors Scholar, 2016-17
- Eta Kappa Nu, ECE Honor Society, 2018-19
- Minor: Trumpet Performance
 - Jazz Soloist, Orchestra Principal
 - Longhorn Band - Trumpet Section Leader

Skills

- C#, C++, C, Python, Git/Version Control
- 5 years of Unity experience, including: ARKit, AR Foundation, Oculus/Meta Quest
- 13+ years of playing games, ~6 years of analyzing and dissecting them
- Blender, 3D modeling, 3D printing
- Arduino, robotics, and embedded systems
- [Experienced communicator and presenter](#)