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Work Experience



Independent Game Developer (Shipped two full games/apps)

October 2021 – Present

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

- Developed two augmented reality games, one currently on the App Store, ½ million+ views on social media
- See *Apps, Projects, & Publications* section for details 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 by collaborating across business development, UX design, legal, customer support, and internal engineering teams in a fast-paced agile environment
- Saved Microsoft \$1.6 million a month by reducing the monthly average 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 migrating existing Azure offers to support a new Azure commerce platform architecture
- Designed the future user experience for redeeming and managing promotion codes on the Azure portal



University of Texas Applied Research Laboratories

Summer 2017

Software Developer Intern



Tietronix Software Inc

Summer 2016

Software Developer Intern

Apps, Projects, & Publications



Familiars: AR Animal Companions | iOS app made with Unity (C#) | On the iOS app store! | [Link](#) | 2023 - Present

- First of its kind app tracks the Apple Watch and projects augmented reality animals on top of it
- AR animals are intractable, users can build relationships with them, and AR animal trading cards 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 project



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 location and orientation outside in real time
- The user can create, grab, resize, and destroy virtual objects projected in their FoV with their bare hands
- 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, 2D, 3D, Visual Studios, Xcode
- 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