

SKILLS**LANGUAGES**

C/C++
 Javascript
 Typescript
 HTML & CSS/Sass

FRAMEWORKS

React.js
 Node.js
 Unreal 5
 Amazon Web Services
 Electron

SYSTEMS

Microsoft Windows
 OSX/IOS
 Linux

SOFTWARE

Visual Studio
 Xcode
 Git
 Adobe CC
 Autodesk Fusion360

EXPERIENCE**COGNITION LABS**

Senior Creative Technologist

LOS ANGELES, CA

May 2020 – Present

- + Estimate, architect, and develop software solutions for current projects;
- + Research and prototype new technologies for future projects;
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- + Provide support for deployed engagements and installations;

-Developed and installed gesture based interactive for Netflix's Stranger Things 4 Launch;

-Architected and developed 2 player speed game for Milkpep activation at Twitchcon2022 with 2000+ guests over 3 days ;

-Developed and deployed Interactive experiences for Spotify at Vidcon 2022;

-Developed AR experiences for Purple Mattress, T-Mobile, Dungeons and Dragons movie premiere;

SPACE 150

Senior Research Software Engineer

VENICE, CA

April 2016 – May 2022

- + Estimate, architect, and develop software solutions for current projects;
- + Research and prototype new technologies for future projects;
- + Provide support for deployed engagements and installations;
- + Provide client facing teams with possible brand focused engineering opportunities;

- Architected and developed AR Interactive Dugout Experience for Dodgers Stadium;

- Developed and installed digital recruitment environments for University of Oregon;

- Created traveling photo experiences for Nike sponsored events;

- Built and installed interactive environments for 3M Innovation Centers;

- Developed in store mobile applications for Levis Tailor Shop;

- Voted Employee of the Month for October 2016;

BLUECADET INTERACTIVE

Interactive Developer, C++ Developer, iOS Developer

PHILADELPHIA, PA

November 2012 – April 2016

- + Provide hardware and sensor integration recommendations for upcoming installations;
- + Research and prototype new interactive hardware / technology for use in museum settings;
- + Adapted and practice Agency Agile methodologies;
- Developed a 21-screen installation for the Smithsonian's National Air and Space Museum;
- Led development of iBeacon enabled iOS application for Thomas Jefferson's Monticello;
- Developed large multi-user touch screen applications for Baseball Hall of Fame, Saint John Paul II National Shrine and UPenn Museum of Archaeology and Anthropology;
- Developed multi-user environmental interactive projection using Kinect sensors for the Chicago Field Museum;

EDUCATION**TEMPLE UNIVERSITY**

Bachelor of Science, Fall 2011

PHILADELPHIA, PA

Computer Science, GPA: 3.20

CAPSTONE PROJECTS

- + Robotics control interface gesture recognition and Microsoft Kinect v1
- + iOS meeting collaboration mobile application; Submitted for Fox School of Business startup competition.