

Software & Technical Operations professional specializing in version control, CI/CD automation, data stewardship, QA triage, and release management. Skilled in maintaining project changelogs, enforcing repository governance, and optimizing development workflows using AI tools. Certified Professional in Managing AI (PMI-CPMAI).

WORK EXPERIENCE

Assistant Director - iD Tech Camps - Montclair, NJ (July - August 2026)

- Promoted to manage site operations for STEM code camp, coordinating staff and logistics.
- Resolved operational challenges and communicated with parents, staff, and leadership.
- Utilized OpenAI for lesson planning, project debugging, and coding challenges.

Lead Instructor - iD Tech Camps - Montclair, NJ (June - August 2025; June 2026)

- Taught kids and teens how to develop desktop and VR games in Unity & C# and Roblox Studio & Lua.

TECHNICAL PROJECTS

Cross-Project Engineering & DevOps Standards

- Agile & AI Workflows: Tracked sprint deliverables across codebases using GitHub Projects and Issues; leveraged IDE-integrated AI tools (Copilot) and semantically divided branches to resolve complex merge conflicts.
- Governance & Data Stewardship: Enforced repository health guidelines, GitHub rulesets, artifact naming conventions, and file hierarchy cleanup to maintain clean project data integrity.
- Automation & Documentation: Built CI/CD GitHub Actions workflows (Linux Ubuntu runners, LFS caching) and dynamically generated C++ documentation using GraphViz, Doxygen, and CMake; produced video training tutorials to synchronize cross-team communication.

Featured Projects

Isles of Ethor | Lead Developer | Unity, C#, C++, URP

- Architecture & Engine: Programmed event-driven C# architecture, authored custom post-processing blur shaders overriding Unity's Universal Rendering Pipeline (URP), asynchronous scene transition loading screens, milestone progression logic, and developer fast-forward shortcuts.
- Release & Deployment: Published 45 semantically versioned releases for Windows/macOS via custom build scripts without requiring Apple Developer Program fees.
- QA, Triage & Change Management: Directed QA feedback loops by capturing tester feedback, translating bug reports into GitHub Issues, self-resolving fixes, and maintaining the complete project changelog.

Package Co. | Developer | Unity, C#, Unity CCD

- Cloud Systems & Asset Delivery: Engineered dynamic save system interfacing with Unity Cloud Content Delivery (CCD) to clone Addressable Assets directly to local disk.
- Cinematic Systems: Designed and implemented dynamic cutscenes using Unity Timeline.

TECHNICAL SKILLS

Programming Languages: C#, C++, Java, Python, JavaScript, Lua, HTML, CSS.

Software: Unity, JetBrains Rider, CLion, dotTrace, Visual Studio, VS Code, Git, GitHub, GitHub Copilot, GitKraken, Blender, Adobe Photoshop, WordPress, Camtasia, Microsoft Office, Google Workspace.

EDUCATION

Marist University – B.S. Games & Emerging Media, Concentration: Technical Development & Programming, Minor: Computer Science, 2026, GPA: 3.58

Leadership: President & Social Media Manager, Marist Game Developers

CERTIFICATIONS

Certified Professional in Managing AI (PMI-CPMAI) – Project Management Institute (September, 2026)

GitHub Foundations – Microsoft (In Progress)