

I am a senior at Indiana University of Indianapolis and am double majoring in Biology and Chemistry with a Math minor. I have experience in game development, mostly in smaller teams through Global Game Jam. I also have experience volunteering to help run programs for children at various developmental stages. I am looking for an opportunity where I can combine game development and helping children with extracurricular activities.

Published Game Development Projects

No Time for Emotions: Permafrost Reefs – An ecological survival themed town simulator 2026
<https://globalgamejam.org/games/2026/no-time-emotions-permafrost-reef-9>

- Worked primarily as the world and level designer in a team of two to design, create, and present a game in Java Script/HTML that's playable online within 48 hours for Global Game Jam 2026
- Continued to develop the game with the same team of two for the G4C Learn's flagship program, the G4C Student Challenge, inspired by the UN Sustainable Development Goals
- Continue developing the game independently of a challenge or event in the same team of two through the creation of a living game document, further sourcing and editing of ASCII art, programming as required, and writing the educational dialogue from characters

Hunting Masks – An up to four player roguelike board game with multiple game modes 2026
<https://globalgamejam.org/games/2026/hunting-masks-6>

- Divided tasks that needed accomplishing to members within a team of four to design, develop, and present a board game in 48 hours for Global Game Jam 2026
- Wrote the text for the 90 unique cards of various types, the rule and game play document, drew the art for the backs of cards and helped conceptualize the four possible character arts
- Continued developing the board game on my own independently of a challenge or event

Bubble Me Up Dating Sim – A short bubble themed dating simulator created in Unity 2025
<https://globalgamejam.org/games/2025/bubble-me-dating-sim-8>

- Worked as a team of three to design, create and present a downloadable video game within 48 hours as part of the 2025 Global Game Jam
- Helped design the character concepts, confirmed that the finished art was in line with the game concept, and assisted the main programmer in implementing the game art within Unity
- Helped conceptualize dialogue concepts for the six characters in the game, play tested dialogue and advised editing when needed, and wrote some of the dialogue within the game

Unpublished Game Development Projects

Bermuda Reaper – A mobile fishing game set in the waters around the Bermuda 2025

- Kept track of individual progress as part of a team of 4, confirmed work was in line with agreed upon core concepts of the game design, and assisted in coding and art as needed

Halloween Witchy Game – A 2D top down pixel art game made in Godot 2024

- Worked as needed in a large group of ~20 people in the Game Development Club at Indiana University of Indianapolis as part of a Halloween themed month long game jam

Community Involvement

Hoosier Science and Engineering Fair through Science Education of Indiana 2024-2025

- Engaged with 4th to 6th graders about individual projects on an appropriate grade level to gauge participant involvement and knowledge levels on the individual projects and score their work

Volunteering at the Children's Museum as part of the Putnam Team 2024-2025

- Engaged with the children present through pre-set up puzzles while explaining mathematical principles and answering questions primarily on mathematics

Science Olympiad through Ivy Tech Community College 2021-2023

- Helped set up the event and direct large groups of students from 6th to 12th grader along with parents, coaches, teachers, and other assorted assistants and faculty
- Stepped in as needed to monitor the various events and to quickly grade the results so the winners could be announced within the hour of the last event

Skills

Familiarity with Python, Godot, and Unity

Good with Excel, Microsoft Office, Google Drive and Trello