

## SKILLS

Mobile Game Development

Unity® Software

Photoshop, InDesign,  
Illustrator

C#

Object-Oriented Programming

Planning, Scheduling &  
Profit Analysis

Employee Training &  
Development

Data Analysis, Reporting,  
& Implementing Strategies

Developer Relations

Tableau

## HIGHLIGHTS

Co-founded a game studio while in college and produced multiple mobile titles

Assisted and led teams to meet and exceed performance goals

Won a college writing contest and essay published in the yearly college anthology

Received multiple achievement awards while in the Army

## EDUCATION

**BS, Visual and Game Programming**  
Art Institute of California - Hollywood  
2010-2013

Los Angeles City College  
2007-2010

## MILITARY

**US ARMY**  
Mechanized Infantry  
1997-2001

Successfully developed and published multiple mobile games on the App Store and Google Play Store, from concept to release.

Researched and utilized available resources to promote games on various indie game sites and social media outlets.

Created promotional materials for games, including media kits, video trailers, and a working arcade cabinet.

Mentored and worked with college English students to develop study skills and strengthen their writing abilities.

Managed multiple high-profile Starbucks locations in Hollywood and West Hollywood achieving consistent results in profits, quality audits, and team development.

## EXPERIENCE

### **World Wide Developer Relations - iOS**

**Apple - Sunnyvale 2014-Present**

- Objectively evaluating third-party applications to ensure compliance with guidelines and policies, while utilizing strong oral and written communication skills to ensure developers deliver world-class third-party content for iOS and related devices
- Compiling, organizing, and processing special reports
- Collaborating with various internal teams to increase productivity
- Achieving a consistent record of high quality audits
- Identifying processing issues and conducting investigations leading to changes in department policies

### **Technical Animator**

**Bearded Man Studios - Los Angeles 2012-2014**

- Co-founded an indie game studio and oversaw administrative duties
- Published two game titles on iOS, Android, and Windows Phone 8 platforms: Word Lab and Warp 5 Overdrive
- Coordinated and assisted in the development of a third-party game
- Lead iOS testing, deployment, and implementation of in-app purchasing according to Apple guidelines
- Tested games for consistent visual and performance quality on multiple devices, including iPhone, iPad, and Android devices
- Scripted animation, audio, and game events in C#
- Organized social media marketing and low cost advertising strategies
- Provided prompt responses to customer feedback and collaborated with team to troubleshoot outstanding issues

### **Student Tutor II - English Mentor**

**Los Angeles City College - Los Angeles 2009-2011**

### **Store Manager**

**Starbucks - Los Angeles 2005-2007**