

Versatile engineer focused on interactive systems: game development, educational software, data visualization, and more. Aside from technical skills, I also have experience with branding, marketing, and distribution. I've shipped several commercial products, and I'm now looking to collaborate with the right team. Currently based in San Antonio, I'm open to relocation.

SKILLS

Focus	Algorithms, network programming, physics, UI/UX, optimization, prototyping, 3D modeling, interactive 3D, data visualization, AI, agentic coding
Languages	C#, C++, Python, Java, JavaScript, WASM, SQL, Go, Rust, Assembly
Tools	Unity, Unreal, Codex, Claude Code, Blender, Maya, 3DS Max, Git, Adobe Creative Suite

EXPERIENCE

Founder & Developer

Jan 2021 — Aug 2026

Hough Studio

Built, shipped, and maintained independent PC/Mac games and interactive software, owning engineering, design, platform integration, content pipelines, and post-launch updates.

- Shipped **Golf Around**, a multiplayer PC/Mac golf game featured on the Steam bestseller list and rated 94% positive. Executed 4 major post-launch updates.
- Generated significant organic reach, including 20M+ YouTube views across creator/player content.
- Supported a creator ecosystem with 2,000+ user-created levels, custom 3D model importing, and multiple major content updates.
- Shipped **Golf Around 2**, a sequel with redesigned systems, expanded content, and new technical architecture.
- Shipped and prototyped additional independent projects, including **Golf Galore** and **Dungeon Gang**.
- Built **MIDI Magician**, a music visualization/piano education system involving MIDI parsing, timeline playback, scrubbing, synchronized 3D animation, and interactive playback.
- Building **Goldenwood**, (<https://goldenwoodrpg.com/>) an in-development complex RPG game featuring cell streaming, terrain generation, delta-based saving, NPC features, and combat.

Network Engineer, Contract

Mar 2024 — May 2024

Blinkmoon Games

Vancouver, BC, Remote

Optimized complex networked projects in Unity.

- Improved session flow, stability, and performance through network programming.
- Optimized compilation workflows involving shaders and external packages, resulting in order-of-magnitude speedups.

Engine Programmer

Sep 2018 — Oct 2020

Cybernetic Entertainment

Dallas, TX

Built interactive edutainment prototypes.

- Built edutainment prototypes involving robotic characters, real-time animation, tutoring flows, and interactive gameplay.
- Built a piano tutor prototype that parsed arbitrary MIDI files, simplified arrangements into playable note sequences, generated finger assignments, and rendered performances with inverse kinematics.
- Built a chess tutor prototype with a custom chess engine, move-evaluation logic, and inverse-kinematic character animation.

EDUCATION

Bachelor of Science in Computer Science

May 2018

Trinity University

Thesis: AI solver for incomplete-information games using CFR+. **Advisor:** A. X. Jiang

INTERESTS

- Chess Expert (2070 FIDE, 2600+ online rating)
- Piano player & composer
- Japanese speaker