

## Technical Skills

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C#, Elixir, C, Java, JavaScript, Json, XML, Binary, SOLID, git, Unity3D, Visual Studio, 3DS Max, Photoshop

## Work Experience

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### Full Stack Engineer

*Legends of Learning, District of Columbia*

*February 2020 –  
October 2020*

Design and implement client-side and server-side architectures and game logic, with an emphasis on maintainability and extensibility. Discuss technical details with designers to ensure that project scope remains feasible to meet deadlines. Collaborate with other developers to accelerate ongoing tasks, and work individually on smaller tasks, delivering front-end and back-end solutions. Create tools for other developers, designers, and artists to create or optimize pipelines for new features and content. Refactor and maintain existing systems as necessary for changing product and target platform requirements. Optimize load-time and run-time performance as inefficiencies are revealed. Debug and fix issues as they appear. Train new members of the team to bring them up to speed.

### Unity Engineer

*Legends of Learning, District of Columbia*

*January 2018 -  
October 2020*

Develop an educational game with over 100,000 sessions per month. Create code for every aspect of the game tech, including combat systems, over-world navigation, personal space, custom appearance, UI, and other visible aspects, as well as deeper workings such as saving and loading, versioning, requesting assets, communicating with the server, GraphQL requests, and asynchronous operation management system. Monitor and optimize load times and frames-per-second in WebGL. Debug and fix broken code or assets.

### Consultant/Contractor

*Remote Contract*

*July 2017 –  
June 2018*

Carried out contracts with third parties and collaborated with their teams to increase the quality and maintainability of their products, further expediting their product availability. Coded for the server to create business logic, as well as client to send and receive messages. Developed API for members of their teams to interact with to set up UI/UX. Assisted in debugging system critical components such as the network layer and threaded messaging. Created small standalone games with full functionality, and integrated art, audio, and text assets.

## Education

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### George Mason University

*BFA in Computer Game Design with Minor in Computer Science  
Fairfax, VA 22030*

*May 2016*

## Projects

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### C# Promise Library

<https://github.com/timcassell/ProtoPromise>

Efficient promise library for C# that conforms to the Promises/A+ specification (designed for javascript) and supports progress and cancelation. Used for management of asynchronous operations (like downloading assetbundles then instantiating the game objects then animating them).