

Skills: Product Management, Technical Product Management, Product Strategy, Product Roadmaps, Program Management, Platform Strategy, Developer Platforms, Developer Experience, Azure DevOps (ADO), GitHub, Requirements Definition, Release Management, Cross-Functional Leadership, Stakeholder Management, SDLC, CI/CD, Game Engine Development, Game Development, Generative AI, Agentic AI, Azure, C++, C#, Python, TypeScript, DirectX 12, OpenGL, WebGPU, GPU Programming, Distributed Systems, Git, Linux/UNIX, CMake, Houdini, OpenUSD (USD), Rendering

WORK EXPERIENCE

Developer Partner Manager	Microsoft (XBOX)	Jan. 2026 – Present
- Own middleware ecosystem strategy across 70+ developer partners, identifying high-leverage opportunities across game engines and developer tooling to expand Xbox platform coverage and reduce developer friction. - Led official Xbox support for the Godot Engine, building Xbox SDK and PlayFab integrations, samples, and developer guidance in partnership with engineering and the external Godot ecosystem. - Partner directly with AAA studios through Xbox platform integrations and releases, representing studio requirements across product and engineering teams. - Designed and built an Azure DevOps–based partner management platform for the middleware program, replacing inbox-driven workflows with structured partner tracking, work-item management, communications, analytics, executive reporting, and agentic automation. - Lead agentic AI adoption for Xbox Developer Relations, defining reusable development pipelines, experimentation standards, evaluation frameworks, and secure production systems in C#, TypeScript, and Azure. - Co-authored technical content reaching 300,000+ views and represented Xbox developer platform initiatives at GDC, Build, UnrealFest, office hours, and developer community engagements.		
Graphics Engineer	DreamWorks Animation	Oct. 2022 – Jan. 2026
- Owned roadmap for lighting tools used across studio productions, prioritizing artist and production needs, technical debt, platform capabilities, and delivery sequencing across a complex CG pipeline. - Partnered with artists, supervisors, pipeline engineers, and production stakeholders to translate workflow pain points into scoped tools, platform improvements, and engineering priorities. - Built and operated 30+ production services used by hundreds of artists across Python, C++, Houdini, OpenUSD, and distributed production infrastructure. - Designed and deployed an OpenUSD-based system for real-time visualization, editing, and placement of production scene elements. - Refactored a core USD asset resolver into a multithreaded client-server architecture using C++ and ZeroMQ, reducing asset-resolution and scene-composition latency by 30%+.		
Graphics Engineer Intern	Blizzard Entertainment	May 2022 – Aug. 2022
- Built a GPU-driven gameplay/VFX particle simulation framework in C++ and DirectX, enabling performant simulation of thousands of entities. - Developed HLSL compute systems, geometry and animation pipelines, and GPU performance optimizations within the World of Warcraft engine.		
Graphics Engineer Intern	Amazon (Twitch)	May 2021 – Dec. 2021
- Developed GPU-accelerated mobile broadcasting and creator capabilities using OpenGL ES, GLSL, Kotlin, and Android platform technologies. - Built automated CI/CD and testing infrastructure supporting production mobile software.		
Software Engineer Intern	Intel Corporation	Oct. 2020 – May 2021
- Developed C/Python validation systems for pre-silicon processor firmware and architecture, automating large-scale simulation and validation workflows.		

PERSONAL PROJECTS / OPEN-SOURCE CONTRIBUTIONS

Godot Game Engine
- Contributed rendering, physics, and Xbox platform support through engine patches, platform integrations, and developer samples. - Released MIT-licensed Xbox GDK + PlayFab samples covering approximately 85% of the Xbox SDK surface, earning 213 GitHub stars and 18 community forks.

EDUCATION

- B.S, Computer Science: University of Kentucky (GPA: 3.92, Specialization: Computer Graphics / Math)
