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I build creator platforms at scale. My work has spanned software engineering, film pipelines, and live-service games, and now centers on the product strategy behind the tools creators ship with.

PRODUCT LEADER – CREATOR PLATFORMS & DEVELOPER TOOLS

Product Strategy | Developer Tools | Real-Time Infrastructure | Performance & Stability | Games

Core Competencies

Product Vision & Roadmaps • Platform Strategy • Developer Tools • Performance Profiling • Creator & Partner Relations
Cross-Functional Leadership • Team & Vendor Management • P&L and Budget Management • Certified Scrum Master
Unreal Engine & UEFN • Real-Time Graphics & VFX • Software Engineering (C++)

PROFESSIONAL EXPERIENCE

EPIC GAMES, Cary, NC (Remote)

A global leader in interactive entertainment and 3D engine technology, best known for developing the industry-standard Unreal Engine and the cultural phenomenon Fortnite Battle Royale.

Technical Product Management Director, Unreal Editor for Fortnite

2026 – PRESENT

- Own product strategy for island performance and platform stability across Unreal Editor for Fortnite (UEFN), reaching millions of creators on every device.
- Set the product vision for UEFN's profiling and performance-analysis tools (memory reporting, frame-time profiling, and server-side profiling) so creators and developers can diagnose performance on their own.
- Drove UEFN's first lighting regression framework and its first in-editor memory diagnostics, turning platform failures from reactive scrambles into triaged, self-service fixes.
- Lead must-succeed platform initiatives in memory, stability, and mobile across QA, platform leadership, Creator Portal, UE leadership, analytics, and community management.

Lead Technical Artist, Unreal Editor for Fortnite

2023 – 2025

- Shipped the first Fortnite Battle Royale experiences built in UEFN, two Reload maps, on an executive-priority timeline across three organizations.
- Built the art foundation UEFN launched with: lighting tools, materials, and the content strategy behind them.
- Owned UEFN art outsourcing end to end, along with the island templates and sample projects creators start from.
- Partnered with Unreal Engine teams to bring top art-facing features into UEFN, and supported creators and partners directly on art and tech art.

INDUSTRIAL TOYS / ELECTRONIC ARTS, Pasadena, CA

Industrial Toys is a game studio dedicated to making outstanding games for core gamers on mobile devices.

Director of Technical Art

2018 – 2023

- Architected the distributed art platform behind Battlefield Mobile on Unreal Engine as a founding-team member.
- Directed technical art, FX, destruction, and technical animation across a global team.

HIGH MOON STUDIOS / ACTIVISION, Carlsbad, CA

Award-winning studio developing for blockbuster franchises including Call of Duty and Destiny.

Senior VFX Artist

2017 – 2018

- Designed and authored real-time FX for Destiny 2: Forsaken and Call of Duty: Black Ops 4.

RAVEN SOFTWARE / ACTIVISION, Madison, WI

Market-leading and award-winning video game developer whose core has always been centered on visual excellence and exciting gameplay.

Senior VFX Artist

2015 – 2017

- Designed and authored real-time FX for Call of Duty: WWII, Call of Duty: Modern Warfare Remastered, and Call of Duty Online.

DREAMWORKS ANIMATION, Glendale, CA

Renowned studio producing computer-generated (CG) animated feature films, television specials/series, and live entertainment properties.

Head of Creative Services – iGO

2013 – 2015

- Led creative services for DreamWorksTV, DreamWorks' YouTube channel.

Product Owner – TORCH

2011 – 2013

- Owned product strategy and roadmap for TORCH, DreamWorks' next-generation lighting platform, winner of the DreamWorks Animation Technical Achievement Award and debuted on *How to Train Your Dragon 2*.

CG Supervisor

2010 – 2013

- Supervised CG on *Megamind* and *Puss in Boots*.

INDUSTRIAL LIGHT & MAGIC, LUCASFILM, San Francisco, CA

Academy Award-winning company that sets the standard for visual effects.

VFX Technical Director

2009 – 2010

- Delivered VFX technical direction on *The Last Airbender*.

EARLIER CAREER

Film VFX supervision and software engineering at Rising Sun Pictures (VFX Supervisor, *Harry Potter and the Half-Blood Prince*, where a pipeline and workflow redesign boosted turnaround 2–3x), Rhythm & Hues Studios (Lighting Supervisor; Software Engineer), and Dassault Systèmes (Software Engineer).

PUBLICATIONS

DESIGN PRINCIPLES FOR COORDINATION IN THE METAVERSE, *Academy of Management* – Jul 6, 2022

DESIGNING THE METAVERSE, *Hawaii International Conference on System Sciences* – Jan 4, 2022

EDUCATION

CALIFORNIA STATE UNIVERSITY NORTHRIDGE, Northridge, CA: **B.S. Computer Science**, *Minor Mathematics*

PROJECTS

Battlefield Mobile (Director of Technical Art) • Call of Duty Black Ops 4: Zombies (Senior VFX Artist) • Destiny 2: Forsaken (Senior VFX Artist) • Call of Duty World War II (Senior VFX Artist) • Call of Duty Modern Warfare Remastered (Senior VFX Artist) • Call of Duty ONLINE (Senior VFX Artist) • DreamWorksTV – YouTube (Head of Creative Services) • How To Train Your Dragon 2 (Principal Designer / Global Development) • Puss In Boots (CG Supervisor) • Megamind (CG Supervisor / Lead Lighter) • The Last Airbender (VFX Technical Director) • Harry Potter and the Half-Blood Prince (VFX Supervisor) • Terminator Salvation (VFX Supervisor)
