

Game engine and tools engineer with 6+ years across AAA live-service PC and mobile titles. Currently tech lead for UI systems on Riot's Hextech Engine, spanning engine runtime and developer tooling in C++ and leading AI-based workflow adoption on League. Also experienced in audio, graphics pipelines, gameplay scripting, and character animation.

TITLES



League of Legends



Teamfight Tactics



Adventure Chef



War Dragons



Wild Beyond



Merge Defender



Roblox

EXPERIENCE

Riot Games

Los Angeles, CA

Staff Software Engineer

Sep 2025 – Present

- Tech lead of the engine UI team; sets technical direction and architecture for UI systems across League of Legends
- Leads creation and adoption of AI-based workflows across visual design, UX design, engineering, and game design on League
- Building League's agentic engineering systems, including shared agent skills, coding standards, evaluations, and agent management
- Mentors senior and staff engineers across League on UI architecture, agentic development, and technical leadership
- Designed, led, and shipped ground-up rewrites of the UI system, including reusable prefabs and components, data binding, and layout
- Reduced UI implementation time by ~50% through improvements to the UI framework and AI-based workflows

Senior Software Engineer

Mar 2023 – Sep 2025

- Tech lead of the engine UI and Audio team for League and TFT; modernized UI workflows across the engine editor and runtime
- Planned, coordinated, and executed the engine's audio migration from Wwise 2019 to Wwise 2022

Software Engineer

May 2022 – Mar 2023

- Built and improved engine workflows for 2D UI authoring, 3D character animation, audio, and the core editor

Pocket Gems

San Francisco, CA

Software Engineer

Aug 2020 – Apr 2022

- Shipped Adventure Chef on iOS and Android as the second engineer from prototype to global release
- Built core game infrastructure (app lifecycle), artist tools, and player-facing features including monetization that drove 30% of revenue
- Automated seasonal content delivery for War Dragons live ops, cutting designers' manual work by 75%
- Halved new-engineer onboarding (4 to 2 weeks) with training built from real issues; mentored 5 engineers and 1 intern

Stanford University

Stanford, CA

Course Assistant · CS198, CS193X, CS106

Sep 2016 – Aug 2020

- Co-created Stanford Paperless, a grading, code review and office-hours web platform used by 80–90% of students across 7 courses
- Taught and supported CS courses spanning intro programming, data structures, algorithms, and web development
- Built TA tools for interactive-grading scheduling, the LaIR help queue and auto-grading, cutting grading time 50–75%

Internships

Pocket Gems	Emote system and loadout UI for Wild Beyond, from client UI to game server	2019
Roblox	Filtering algorithm keeping scam games off the front page; GraphQL research	2018
Zillow	Dynamic GraphQL endpoint generation and gRPC integration for the rental data platform	2017
Cask Data	Macro-substitution system for reconfigurable ETL pipelines on CDAP	2016

EDUCATION

Stanford University
M.S. Computer Science, 2020
B.S. Computer Science, 2020

SKILLS

Languages C++, C#, Python, TypeScript
Engines & tools Unity, Unreal, Qt, React, Node
Areas Game Engines, Dev Tooling, AI Workflows

HONORS

Best Software Project 2018 (Google, Meta)
Best Game Mechanic 2018 (Blizzard)
Teaching Award 2020, top 5% of CAs