

EDUCATION

THE GUILDHALL AT SOUTHERN METHODIST UNIVERSITY • PLANO, TX • 05/18

Masters in Interactive Technology
Specialization in Level Design
Graduated with Honors

POMONA COLLEGE • CLAREMONT, CA • 05/15

Bachelor of Arts
Major in English,
Minor in Computer Science

SKILLS

Engines: Unreal Engine 4; Unity 5;
Creation Kit; Source; Gamemaker:
Studio; Godot Engine 3

Scripting: C#; C/C++; LUA; UE4
Blueprint; Papyrus; Hammer I/O;
GML; Python; Java; Javascript

Tools: 3D Studio Max; 3ds Max;
Adobe Photoshop 2017; Adobe
Premier; Microsoft Office Suite;
Microsoft Word; Microsoft Excel;
Microsoft PowerPoint; Maya

Writing: Creative, Technical, and
Persuasive Writing

General: Game Design; Level
Design; Whiteboxing; Level
Mapping; Level Planning Project
Planning; Design Documentation;
Agile Methodologies; Level
Decoration and Lighting; Particle
Creation; Cinematic Scripting; AI
Behavior Scripting; 3D and Vector
Math

AWARDS

The Dole Prize

Creative Writing, Poetry
Pomona College, 2013

The Kenny Prize

Creative Writing, Poetry
Pomona College, 2015

PROFESSIONAL EXPERIENCE

DESIGNER AND SCRIPTER • ARMATURE STUDIOS • 9 MONTHS

Unannounced Project • Sony Published • Unreal Engine 4 • 3rd Person Narrative

- Designed, scripted and wrote all interactions for four of eleven chapters.
- Maintained design and scripting documentation for assigned levels.
- Scripted default conversation interaction, and various other default interactions.
- Contributed to game-wide systems design.

TEAM PROJECTS

LEAD GAME DESIGNER AND PRODUCER • UP IN THE AIR • 5 MONTHS

Unreal Engine 4 • 13-Person Team • 3rd Person Open World Sandbox

- Wrote and maintained game design documentation
- Designed and balanced the game's core mechanics, power-ups, and currency systems to reinforce player engagement
- Led sprint planning, daily scrum, sprint retrospectives, and playtests
- Oversaw game world design and layout, focusing on refining player flow through point-of-interest loops and the placement of hubs.

LEVEL DESIGNER AND QA ASSISTANT LEAD • AUXILIUM • 3 MONTHS

Unreal Engine 4 • 49-Person Team • Multiplayer FPS

- Collaborated on the Cargo Hanger level's implementation, with a focus on scripting interactive elements, placing cover, clutter, and particles
- Co-designed layout, with a focus on 3D block-out and reconfiguring lanes of movement to work with the Capture the Flag game type
- Created ~30 particles for characters and environments
- Oversaw QA testing in Beta through RTM milestones and managed final regression testing

ASSISTANT LEAD AND LEVEL DESIGNER • ARCLYTE • 2 MONTHS

Unity 5 • 5-Person Team • 2D Wave-Defense

- Designed and built 4 out of 8 levels in game
- Collaborated on level balance with Asst. Game Designer in every level
- Managed team documentation, planning, and organization

INDIVIDUAL PROJECTS

LEVEL DESIGNER • MELTDOWN • 4 MONTHS

Fallout 4 • Action-Packed Shooter Level

- Designed and implemented "Meltdown" as the artifact for my Honors-winning Master's Thesis, based on my process for utilizing Game Feel with level design to enhance the player's immersion
- Built three distinct level areas, combining for 15-25 minutes of gameplay
- Scripted level's final defense section, including particle effects, lights, sounds, and waves of attacking enemies