**Technical Skills:**

* **Level Design:** Zero Engine (Python), 2D tile-based editors, Unreal Engine 4, Custom C++ Engines, Maya
* **Programming:** Intermediate Knowledge of Python, C++ and C, XML, Visual Scripting
* **Visualization Tools:** proficient with Photoshop, Illustrator, Premiere, Maya
* **Software:** Visual Studio, Microsoft Word, Microsoft Excel, Tortoise SVN, Wiki, Doxygen, Slack/Trello

**Design + Other Skills:**

* **Design:** 3D & 2D game design, Combat Systems Design & Balancing, 3D & 2D Level Design, Narrative Design, Systems Design, Rapid Prototyping, Whiteboxing, Design Documentation, Strong Attention to Detail
* **Writing:** Excellent skills for writing dialog and dialog trees, Quest/Mission Narrative, Creative Writing, Voice Over
* **Production:** Strong Leader with great communication skills, versed in Agile/Scrum methodologies, leadership of various disciplines (art/sound/design/tech), knowledge of art and sound content pipelines.

**Education:**

* DigiPen Institute of Technology - Bachelor of Arts in Game Design/Minor in Art (Dec 2016)
* Michigan State University - Psychology (2008 - 2009)

**Aug-1-2016 to Current**

**Pactera Technologies Inc.**

**Roles: Data Analyst, Primarily working on Bing Maps for Microsoft**

* Data Analysis on various projects using in House Tools and Excel
	+ Worked with Data from multiple countries as well as data in non-native languages inc. French and German
* Usability Testing and Bug Reporting on Developer Tools
	+ Tasked with UX/UI iteration on current tools
* Promoted after 2 months for my productivity and my insight on improving existing systems and tools.

**Design Experience:**

**Chrono-Drive -** Networked Co-Op First Person Shooter – DigiPen (Dec 2015 – Aug 2016)

**Roles: Lead Designer/Level Designer/QA Lead**

**Jobs:** Level Design, Writing, Scripting, Playtesting, Lead Art, Sound, and Design teams for a cohesive design

* Hired as Lead Designer to fix previous issues with Design, Art, Story and Sound
* Primary work included Content Creation, 3D Level Design, Design Documents, Narrative Design, Sound Design and UX Design
* Made changes in existing Design to improve performance and production for Tech and Art teams
* Created a Level Design Pipeline - Responsible for Level Design from Paper/Concept Stages to Gold
* Campaign and Multiplayer Level Design (3 Campaign Levels and 4 Multiplayer Maps)
	+ Placement of Enemies, Spawners, Checkpoints, Player Spawnpoints, Quest Objects and other Game Objects
	+ Campaign Balance for both Single Player and Co-Op
* Analysis of Metrics tracking in regards to Gameplay Balancing

**Astral Rift -** Co-Op Action Brawler – DigiPen (June 2013 – May 2014)

**Roles: Lead Designer/QA Lead**

**Jobs:** Level Design, Character Design, Systems Design, Enemy Design, Wave Design, Playtesting

* Was promoted to Lead partway through the project, lead the change in Game direction
* Designed and iterated a simple UI so the player could focus on gameplay while still having information readily available
* Responsible for Map Design, Enemy Wave Structure, and Class Balancing
* Testing and iteration of multiple characters and enemy types, designing and balancing of character abilities and stats

**Job Relevant Experience - Game Designer/Programmer/Artist**

* **Unreal 4:** 3D Level Design, Technical Camera Projects, and Split-Screen Multiplayer Game
	+ 2-3 years of multiple projects in UE4 all of which included level design.
		- Extensive work with meshes, models, cinematics
		- Work with animations and skeletons both custom and pre-existing assets.
* **Maya:** 2-3 years of experience with Maya including animation and modeling and some simple rigging/skeleton work.
* **Level Designer and Lead Designer on over 10 projects.**