**Technical Skills:**

* **Level Design:** Zero Engine (Python), knowledge of various 2D tile-based editors, Unreal Engine 4, currently using custom engine
* **Programming:** Intermediate Knowledge of Python, C++, C, XML, learning LUA
* **Visualization Tools:** proficient with Photoshop, Illustrator, some experience with 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, Graphic Adventure design, 3D & 2D Level Design, Character Design, Narrative Design, Systems Design, Rapid Prototyping, UI/UX Design, Tabletop Game Design and Production
* **Writing:** Excellent skills for writing dialog/dialog trees, story and cut-scenes as well as character design and development
* **Production:** Strong Leader with great communication skills, versed in Agile/Scrum methodologies, working with various disciplines (art/sound/design/tech), knowledge of art and sound content pipelines.

**Education:**

* DigiPen Institute of Technology - Bachelor of Arts in Game Design (Graduate Summer 2016, Expected)
* Michigan State University - Pre-Med/Psychology (2008- 2009)

**Design Experience:**

**(Current Project) Chrono-Drive -** Networked Co-Op First Person Shooter: Use alien technology to traverse the interior of an abandoned spaceship and blast through your foes with the powerful T1T4N weapon.

**Roles: Lead Designer/Level Designer**

* **Jobs:** Level Design, Narrative Design, Playtesting, Work Closely with Art, Sound, and Design teams for a cohesive design.

*Senior Game Project for PC using custom C++ Engine, Team of 16*

* Hired as Lead Designer to lead the Design, Art, and Sound teams to a unified vision.
* Lead the team with my World Building, 3D Level Design, and Narrative Design

**Astral Rift -** Co-Op Arena Brawler featuring 3 unique characters; packed with over the top abilities and visual effects.

**Roles: Lead Designer/Playtest Lead**

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

*Junior Game Project for PC using custom C++ engine, Team of 7, July 2013-May 2014*

* Designed Character Abilities*,* Wrote and Performed Character Dialogue
* Was promoted to Lead partway through the project, lead the change in direction for game design.
* In charge of gameplay: testing and iterating on the multiple characters and enemy types, balancing abilities and stats

**Brawlsa -** Platformer Beat-em Up where you play as a Luchador who gains different abilities based on which mask he has equipped.

**Roles: Lead Designer/ Producer/Art Director/Playtest Lead**

**Jobs:** Level Design, Character Design, System Design, Enemy Design, Playtesting

*Sophomore Game Project for PC using custom C++ engine, Team of 4, Aug. 2012-April 2013*

* Management of Art Assets, Team, Game Production, and Playtesting/QA
* Created each level to reward the player with a mask/new ability and then built each level so they must master that ability to complete it.
* Designed each of the unique abilities as well as the corresponding mask/outfit as well as animations to showcase each ability.

**B.A.C.O.N.B.E.A.R.S. T.O.W.E.R.D.E.F.E.N.S.E. -** Tower Defense game with 14 different pig themed enemy types, a strong breakfast theme, and of course bacon.

**Roles: Lead Designer/ Producer/Art Director/Playtest Lead**

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

*Freshman Game Project for PC using C++ engine, Team of 4, Jan. 2012-April 2012*

* Management of Art Assets, Team, Game Production, and Playtesting/QA
* Balanced 20 waves with over 14 different enemy variants
* Designed each enemy to be unique as well as fit within the theme (pigs and breakfast)

**Solo Student Projects - Game Designer/Programmer/Artist**

* **Unreal 4:** 3D Level Design, Technical Camera Projects, and Split-Screen Multiplayer Game
* **Zero Engine (Python):** Colors - 2D Exploration Platformer, Remember Everything - Digital Memory Puzzle Game, S.C.R.U.B. - Digital Top-Down Shooter, The Broken Bond - Text Based Narrative Adventure
* **Board Games:** Morale - Table Top Strategy Game, Ninja Strike - Table Top Strategy Game, Team Fortress 2: The Board Game - Class Based Table Top Adaptation of the Digital Game, Plunder and Perils - Table Top Race Game