

software

Unity (C#, NodeCanvas), **Unreal 4/5** (Blueprints)
Maya, **Probuilder**, GeNa, **BSP**
GitHub, Perforce, Sparx, Jira, Trello
Photoshop, Illustrator, InDesign

skills

Level Design (2D/3D), **Greyboxing, & Blockouts**
Rapid Digital/Paper Prototyping
Accessibility and Inclusive Design
Clear and Effective Design Documentation

work experience

- 2021+ **Game Designer/Scripter - The Odd Gentlemen**
Unannounced PC/Console Title - Unity 3D / Unreal 5
- Prototyped and iterated on 90+ levels in Unity/Unreal with visual scripting tools.
 - Collaborated with Creative Director and Design Team to hit narrative and experience goals across numerous puzzles, cinematics, and 3D environments.
 - Coordinated with Art, Engineering to develop many large features from pitch to polish.
- 2020 **Mission Design Contractor - Scopely**
Marvel Strike Force - Unity 3D
- Developed 9 missions for Swarm Event Campaign, using custom tools to implement in Unity.
 - Organized and conducted playtests for my and other designers' Campaign Missions.
 - Repurposed pre-existing mechanics to create new combat interactions in an established design space.
- 2020+ **Lead Game Designer/Scripter - Rat Palette Interactive**
Wheelin' & Mealin' - Unreal 4
- Designed and balanced unique cooking/driving mechanics, prototyping with Blueprints.
 - Greyboxed a massive 0.5 x 0.5 mi level, consisting of 7 city districts each with their own set of dynamic driving challenges, stunt jumps, and secret paths to discover.
 - Communicated with Department Heads to delegate tasks, ensuring timely feature deliveries.
- 2018 - 19 **Level/Game Designer - Team Plasticity**
Plasticity - Unity 3D
- Cinematic Puzzle Platformer featured in Forbes with 50,000+ downloads on Steam.
 - Built puzzles with meaningful and nuanced solutions that inspire player introspection.
 - Documented and paper prototyped designs to pitch beat-by-beat gameplay to a team of 30+.
 - Planned out and tutorialized level flow, and implemented into Unity with Probuilder/Maya.

education

University of Southern California, School of Cinematic Arts

Interactive Media and Game Design B.A. –

2021

Screenwriting and Architecture Minors

activities/honors

- 2022 Student BAFTA nominee: Detour Bus
- 2020 Games for Change finalist: Plasticity
- GDC Conference Associate
- Twitch Partner
- Survivor Superfan
- Improv, Sketch, and Musical Comedy