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| **Summary** |
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Enthusiastic game designer with six years industry experience who enjoys collaborating with all disciplines to create rich, exciting gameplay and deep atmospheric experiences.

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| **Skills** | | | | | | | | |
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| **Game Design** | | | **Level Design** | | | **Software and Tools** | | |
| * Design documentation * Level concept documentation * User interface design * Mobile and tablet design * Systems design * Cross-discipline collaboration | | | * Level brainstorming * Level blockout * Terrain building * Environment lighting * Gameplay scripting * Level optimization * Level polish | | | |  |  | | --- | --- | | * Infernal Engine * Unreal Editor 3 * Unreal Editor 2004 * Radiant (*Quake 4*) * Hammer * 3DS Max * Google Sketchup 8 | * Photoshop CS4 * Houdini * Kismet * Infernal Dante * Lua * C++ * MS Office | | | |
| **Game Experience** | | | | | | | | |
| ***Unannounced Project***  – Gearbox Software | | | | | | | | |
| Game Design COG | | | | Xbox 360, PS3, PC | | | | June 2013 – September 2013 |
|  | * Worked with design team to create combat encounters using a variety of enemies. * Created enemy intro sequences. | | | | | | | |
| ***Unannounced Tablet Title*** – Terminal Reality | | | | | | | | |
| Game Designer | | | | | iOS | | February 2013 – April 2013 | |
|  | * Built physical board game prototype and rules, collaborating with creative lead in order to bring it to the tablet. * Collected feedback from play sessions and rapidly iterated on the physical game. * Wrote entire Game Design Document including rules documentation and UI Planning * Created a mock UI in Power Point to prototype designs and provide clear examples for programmers. | | | | | | | |
| ***AMC’s The Walking Dead: Survival Instinct*** – Terminal Reality | | | | | | | | |
| Level Designer | | | | Xbox 360, PS3, Wii U, PC | | | | February 2012 – March 2013 |
|  | | * Created concept, design, documentation, whitebox, and gameplay for 4 levels set in a small town, hospital, lumber mill, train yard, and small neighborhood. * Created building templates in Sketchup with artists and designers to be used across the game. * Using board games for inspiration, created travel simulation manager and road event prototypes. * Collaborated with artists, programmers, and sound department to create tense and scary levels that fit within The Walking Dead universe. | | | | | | |
| ***Kinect Star Wars*** – Terminal Reality | | | | | | | | |
| Main Rancor Designer/Level Designer | | | | Xbox 360 | | | | August 2009 – April 2012 |
|  | | * Trained designers at Microsoft Studios to use the Infernal Engine. * Prototyped many different 3D movement control schemes for Kinect. * Created concept and tracks for Pod Race mode in 3D Max and Houdini. * Built Pod Race tracks with artists that fit within Hoth, Mygeeto, and Tatooine. * Prototyped all Rancor Rampage gameplay modes in script and built Rancor Rampage levels set in Mos Eisley and Theed. * Created and maintained common script for Rancor Rampage that all levels used. * Balanced scoring models and enemy spawn tables for all Rancor Rampage levels. * Rebuilt existing Jedi levels set on Providence and Felucia based on feedback and new gameplay to a finished state. * Implemented in-game cinematics in Jedi levels with cinematic designers and animators. | | | | | | |
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| ***Ghostbusters: the Video Game*** – Terminal Reality | | | | | | | | |
| Associate Level Designer | | | | Xbox 360, PS3, PC | | | | June 2007 – June 2009 |
|  | | * Created Times Square ground level whitebox from existing concept and brought it to a shipping state. * Created background ambient behavior for the librarian ghost in the New York Public Library * Inherited and reworked the Lost Island level to incorporate new gameplay mechanics, game flow, and boss fight. * Implemented from concept to final gameplay for Stay Puft street fight and Juvenile Sloar boss fights. | | | | | | |
| ***Brother’s in Arms: Hell’s Highway*** – Gearbox Software | | | | | | | | |
| Level Design Intern | | | | Xbox 360, PS3, PC | | | | July 2006 – August 2006 |
|  | | * Worked in a cross-functional team of 14 other students, including five other level designers. * Determined the needs of the multiplayer environment and recreated the environment to make it best for multiplayer. * Designed a map to utilize new gameplay elements. * Analyzed play test feedback reports and bug tracking to identify areas that needed improvement. * Collected and catalogued feedback and used rapid iteration development methods to perfect the level as game type evolved. | | | | | | |

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| **Professional Experience** | | |
| **Terminal Reality** | | June 2007 – April 2013 |
|  | * Worked with design team to create fun levels from concept to finished level. * Worked with art, programming, and sound departments to create a unified experience. * Used scrum framework in small teams to rapidly iterate on levels based on feedback. * Provided concept and design documents for pitches, prototypes, and game projects. * Regularly gave advice on how to implement features in engine using internal scripting language Dante. * Research on licensed properties to make sure all content always fit within the given universe. | |
| **Gearbox Software** | | June 2013 – September 2013 |
|  | * Worked with another designer to create a character. * Worked with design team to implement combat encounters. * Created enemy intro sequences. | |

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| **Education** | |
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| **The Guildhall at SMU** | March 2007 |
| Certificate in Digital Game Development, Specialization in Level Design | |

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| **Southern Methodist University** | May 2005 |
| B.S. in Computer Science |  |