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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
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| * 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
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| **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.
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| ***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.
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| ***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.
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| ***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.
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| ***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.
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| **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 |  |