

An award-winning and passionate designer, creating games and the stories that drive them with a dedication to excellence, thoroughness, and professionalism in all tasks undertaken. Has years of experience in game, narrative, mechanic, level and systems design, as well as QA and playtesting.

Skills

Game Design

- Game, mechanic, systems and level design
- Prototyping and iterative development.
- Production and maintenance of design documents.
- Playtesting, iteration and improvement.
- Design and rebalance levels, mechanics, and systems.
- QA testing and bug documentation.

Software

- Visual Studio
- Autodesk Maya
- Photoshop and Adobe Suite
- GIT

Level Editors

- Unity.
- Unreal.

Scripting

- Experience working with Unity workflow/interface and C#.
- Design and implement gameplay and mechanic prototypes to prove their effectiveness.

Game Narratives

- Produce narratives targeting real-world education outcomes for players.
- Write multifaceted conversation trees and characters.
- Research and treatment on design and development of emergent narrative systems for games.

Experience

Fracter – Game Designer – 4L GAMES and Guru Studio – July 2017- June 2018

- Work with an experienced team to produce a unique, high-concept mobile game centered on light and darkness.
- Develop a light-based puzzle system using reflection, rotation, and redirection of light to reveal pathways, open gates and defeat enemies.
- Focus design around modular elements to facilitate easy recombination of elements into a wide range of puzzles and challenges.
- Iterate on and refine game systems and mechanics to meet changing technical, player and gameplay needs.
- Produce a number of sketches and paper prototypes for levels as well as enemy and object behaviors.
- Prototype and iterate on dozens of early levels to refine them to those used in the final game.
- Playtest and make adjustments based on player and client feedback, making iterative improvements on the levels and experience.
- Produce a final product which exceeded all client expectations.

Destiny's Sword – Freelance Consulting Narrative and Game Designer – 2Dogs Games – July 2017 – June 2018

- Provide creative input into game and narrative design process for a unique, character driven sci-fi MMORPG.
- Write worldbuilding narrative pieces for the game and characters to help flesh out concept.
- Create character driven narratives to explore the effects of war and stress on soldiers.
- Provide input regarding mechanic, systems and game design.
- Promote the game at conventions and through online presence.

Disco Is Dead – Lead of Game Design – Sheridan Game Design Capstone – September 2016 – April 2017

- Winner of *Best Overall Game*, *Best Artistic Achievement* and *Best Technical Innovation* at *Level Up 2017*. Featured at *GDC 2018*.
- Prototype and develop mechanics, enemies, levels, game modes, learning flow and overall player experience.
- Work with a team of peers to produce an original, innovative slapping-based game.
- Collaborate with playtesting team and implement changes and solve gameplay, design and technical issues.
- Produce digital art and develop assets in order to meet aggressive deadlines.
- Design high level narrative overviews, narrative events, and branching paths for the story team.
- Design control schemes and custom controller connectivity.
- Create tools to facilitate effective design and creation of level structures, flow, and gameplay.

Infinity – Freelance Narrative Designer – EXPERIENCE IT INC. – October 2016 – December 2016

- Deliver follow up experiences and narratives for satisfied client after prior success on project.
- Take on design challenges within pre-existing project for Major Client.
- Maintain high standard of work in design of additional branching conversations.
- Develop and expand upon pre-existing characters.
- Work remotely and produce work well ahead of schedule.
- Conduct research into project learning outcomes in order to produce targeted educational content.

Infinity – Game and Narrative Designer – EXPERIENCE IT INC. – January 2016 – April 2016

- Work as part of a cohesive team to deliver a highly successful interactive experience for General Electric.
- Solve problems pertaining to learning outcomes and narrative development.
- Work with a variety of design departments to produce the experience.
- Design multi-faceted interactive characters to drive player interactions and learning outcomes.
- Design overarching narrative structures and outcome-focused branching conversations.
- Prototype aspects of gameplay and mechanical systems design, including skill and resource systems.
- Manage design documentation and conduct playtests to iterate and improve upon design.

Education & Awards

Sheridan College

- **Honors Bachelor of Game Design – 2013-2017 – 4.0 GPA - Highest Honors**
- **Certificate of Creativity – 2013-2017 – 4.0 GPA - Highest Honors**

Awards

- **Disco is Dead – Level Up 2017 – 1st Place (Best Overall Game), 1st Place (Technical Innovation), 1st Place (Best Overall Game).**
- **Soar Experience – Sheridan Mobile Computing Symposium 2016 – People's Choice Award.**
- **Sheridan College – Alumni Award of Excellence in Creativity 2017.**
- **Sheridan College – Sheridan Board of Governors Award for Academic Excellence – Top Bachelor of Game Design student 2017.**