

SKILLS

- ψ **Design:** Single-player and multi-player gameplay design, Prototyping, Balancing, Iteration, Triggers & Events, Scripting (code-level, visual, entity systems), Whiteboxing, Pathing, Optimization, Documentation
- ψ **Scripting/Programming:** Unreal Kismet, UnrealScript, Hammer Scripting, Lua, JavaScript, C#, C++, GECKScript (*Fallout: New Vegas*), Papyrus (*Skyrim*), Visual Studio, XCode
- ψ **Engines:** Unreal Editor (UE4/UE3), Hammer, Unity, Corona SDK, Creation Kit (*Skyrim*, *Fallout 3*), Galaxy
- ψ **Other Software:** Photoshop CS5, Excel, Tortoise SVN, JIRA, Microsoft Office Suite, Perforce, Sketchup

EMPLOYMENT HISTORY

Trendy Entertainment

November 2013 – February 2016

Technical Level Designer

- ψ Designed, scripted, and balanced combat, objectives, events, and challenges.
- ψ Worked directly with designers, artists, and programmers to implement gameplay on a wide variety of levels.
- ψ Resolved issues and iterated on design and balance across all stages of development.

Projects:

Dungeon Defenders 2

Unreal Engine 3

- ψ Collaborated with a partner to implement and balance gameplay across 16 levels, including core gameplay logic, scripting, trap configuration, wave composition and timing, and resource values.
- ψ Lead development on a major boss fight - including design, prototyping, implementation, balance, bugfixing, and managing interdepartmental strike team.
- ψ Designed, prototyped, implemented, and balanced 5 level specific challenges, which introduced new gameplay mechanics and special enemies into existing levels.
- ψ Designed a gameplay level from concept to completion - including layout design, trap and objective design, whiteboxing, directing world builders, playtesting, and balance.
- ψ Designed, prototyped, and implemented an alternative "infinite survival" gameplay mode.
- ψ Designed and implemented tutorial to bring new players into the game.

Dungeon Defenders: Eternity

Unreal Engine 3

- ψ Ported 30 maps from *Dungeon Defenders* into the *Dungeon Defenders: Eternity* engine.
- ψ Scripted 4 new maps, including wave setup, balancing, pathing, and core map logic.
- ψ Collaborated to identify, prioritize, and solve issues involved in bringing the game to a server-authoritative environment.

Monster Madness Online

Unreal Engine 3

- ψ Designed and implemented combat, puzzles, and challenges across 3 campaign levels.
- ψ Collaborated to balance PVP maps, including objective, weapon, and power-up placement.
- ψ Created sub-bosses including design, ability scripting, testing, and balance.

EMPLOYMENT HISTORY, CONTINUED

Gearbox Software

July 2013 – September 2013

Game Designer (Contract)

- ψ Collaborated with a partner on character design, including skill trees, ability scripting, and gameplay balance.
- ψ Worked directly with other designers to implement combat gameplay and mission objectives on a DLC title.
- ψ Resolved issues and iterated on content based on QA and focus testing.

Project:

Borderlands 2: How Marcus Saved Mercenary Day

Unreal Engine 3

- ψ Designed and scripted mission-based combat, enemy patrol routes, and enemy spawns.
- ψ Designed sub-objective scenario, including objective scripting, combat, and integration with primary mission structure.
- ψ Collaborated to iterate on level layout to refine combat arenas and present a clear sub-objective.

Crucible Games

May 2012 – January 2013

Game Designer

- ψ Collaborated to create a 2D tile-based strategy game for iOS and Android devices, including design and programming on player and enemy classes, character progression, enemy AI systems, and lighting.
- ψ Worked directly with another designer, as well as contract artists, to take a game from concept to Alpha.
- ψ Created and maintained game balance data for players and enemies across 9 difficulty tiers.

Project:

Fallen Kingdom

Corona SDK

- ψ Designed, developed, and implemented the procedural level generation system, including floor layout generation, placement of gameplay objects, decorations, and enemies.
- ψ Designed and implemented 5 different per-floor objectives to incentivize player exploration.
- ψ Balanced combat and character progression for 5 player classes against 5 enemy types for all difficulty tiers and levels.

EDUCATION HISTORY

Guildhall at SMU

January 2011 – December 2012

Master of Interactive Technology, Specialization in Level Design

University of Texas at Dallas

August 2004 – May 2008

Bachelor of Literary Studies