

Skills

Game Design
Level Design
Lighting
Verse Scripting
Memory
Optimization
Cinematics
Writing/Narrative

Tools

 UEFN

 Verse

 Maya

 Blender

 Illustrator

 Photoshop

Education

 MIAMI
UNIVERSITY

Major: Games + Simulations

Minor: Computer Science

2020-2024

Experience

Certain projects cannot be fully shown due to my commitment to uphold non-disclosure agreements (NDAs).

Creators Corp

Quality Assurance Analyst - Weapons Tycoon

Mar 2024

- **Organized** testing sessions, **solicited feedback** to optimize game mechanics and enhance player experience.
- **Participated** in playtests, meticulously **identified bugs**, and delivered **quality assurance insights**.
- **Elevated** overall quality and **boosted** player satisfaction, resulting in a peak of 15,000 players.

Contract Level Designer (Vertical Slice) - NDA

Mar 2024 - Apr 2024

- **Led** as contract level designer in a successful pitch securing funding and **developed** a tycoon map, enhancing player customization.
- **Innovatively designed** a cave, player-built base, and Fallout-inspired wasteland in Unreal Editor for Fortnite (UEFN), enriching gameplay and establishing thematic depth.
- **Crafted** an immersive nuke intro sequence, setting the game's tone and ensuring an engaging player experience.

Contract Level Designer (Vertical Slice) - NDA

Apr 2024 - May 2024

- **Collaborated** on a map in Unreal Editor for Fortnite (UEFN), emphasizing level design and asset integration.
- **Designed** and polished the **player-built base**, enhancing **gameplay** and aesthetic appeal.
- **Partnered** with Gus Kirkpatrick to refine **outer city design** and **base decorations**.
- **Developed** a **tycoon map**, implementing **economic systems** using Tycoon Kit, Synty assets, and custom elements.

TARANTULA MEDIA GROUP, LLC

Contract Level Designer - NDA

May 2024 - Present

- **Contract level designer** for a build fights map for OTF Gaming.
- **Incorporated CTRL sponsorship elements** to enhance the **esports experience**.
- **Conducted lighting passes** for **optimal visibility** and **aesthetic appeal**.
- **Modified level design** to improve **map flow**, **balance**, and **competitive integrity**.
- **Collaborated closely** with the team to **polish and refine** the final product.

[Click here to view my full game development resume](#)