

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** and solicited feedback to enhance game mechanics.
- Conducted **playtests**, identified bugs, and enhanced **quality assurance**.
- Boosted game quality and **player satisfaction**, achieving a peak of **15,000 players**.

Contract Level Designer (Vertical Slice) - NDA (Tycoon)

Mar 2024 - Apr 2024

- Led as **contract level designer** in a pitch, ultimately securing funding.
- Designed environments in **Unreal Editor for Fortnite (UEFN)**, enriching gameplay.
- Crafted a **nuke intro sequence**, setting the game's tone and boosting engagement.

Contract Level Designer - NDA (Tycoon)

Apr 2024 - May 2024

- Collaborated on a map, focusing on **level design** and **asset integration**.
- Designed and polished the player-built base, enhancing **gameplay** and **aesthetics**.
- Developed a tycoon map, implementing **economic systems** with a provided **Tycoon Kit**. Demonstrated strong collaboration in refining design and decorations.

Quality Assurance Analyst - Dude Perfect DodgeBall

Jun 2024

- Post-launch playtesting**, enhancing game dynamics and **player engagement**.
- Identified and documented key issues, improving game mechanics.
- Optimized player experience through **insightful feedback**, elevating game quality.

Tarantula Media Group, LLC

Contract Level Designer - NDA

May 2024 - Jun 2024

- Contract level designer** on a battle map for an eSports team and food company.
- Incorporated **sponsorship elements** to enhance the esports experience.
- Conducted **lighting passes** for optimal visibility and aesthetics.
- Modified level design to improve **map flow**, balance, and competitive integrity.

Contract Level Designer - NDA

Jun 2024 - Jul 2024

- Working with a team to create a **tycoon map** for a specific music star
- Embedded distinct features of his music and style into the environment
- Developed **interactive elements** that simulate his rise.
- Conducting **lighting passes** to optimize aesthetic appeal.