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| Skills | Game and Level Development | |
| * **Construction:** BSP Layout, Texturing, Lighting, Mesh Placement, Encounter/Challenge Design * **Scripting:** Gameplay and Event Scripting, Matinee | * **Gameplay:** Level Layout and Planning, Testing and Balancing, Game Flow Refinement, UI/Controls Planning * **AI:** Node Placement, Path Finding, Refinement |
| Software |  | |
| * **Editors:** Unreal 4**,** Unreal 3, Hammer (*Half-Life 2*), The Elder Scrolls Construction Set (*Oblivion*), Unity, Offset Engine * **Art:** Photoshop, Google SketchUp, Maya 8.5, 3DS Max 2009 | * **Documentation:** Microsoft Office Confluence * **Source Control:** Perforce,Tortoise SVN, Issue Manager, Jira * **Scripting:** Blueprint,Kismet, Hammer, Lua 5.1 |
| Work History | Senior Level Designer, *Red 5 Studios,* Irvine, *CA*  April 2015-November 2015 and July 2016-August 2016   * ***Two Unannounced VR projects:*** Level design and art implementation, optimization and production improvements, UE4 subject matter expert * ***Firefall (Versions 1.5-1.8):*** Level design layout and implementation, BSP and SketchUp construction, cover placement and combat iteration,   Lead Designer/Level Designer/Associate Producer, *Army Game Studio, Huntsville, AL*  May 2010 - April 2015   * ***Unannounced GSTEM Mobile Game:*** Took over product design and documentation, production timeline, customer interface, level and puzzle design, game script, small-team and backlog management * ***America’s Army Visualization Platform 3:*** Product design and documentation, customer interface, world construction (terrain, texturing, lighting, placement), scenario design and scripting, occasional small-team management * ***Unreal Engine 4 Internal Prototype:*** Assess game engine for studio use, production assessments and timelines, planning and execution of content conversion, scripted a dynamic day/night cycle, world construction and level conversion (terrain, texturing, lighting, placement), small-team management | |
| Education | **Professional Certificate in Digital Game Development with specialization in Level Design**  The Guildhall at SMU, Plano, TX  August 2008-December 2009  **B.S. in Electronic Media, Arts and Communications**  Rensselaer Polytechnic Institute Troy, NY  August 2004-May 2008 | |
| References | Available upon request | |