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| Skills | Game and Level Development | |
| * **Construction:** BSP, Layout, World Building, Lighting, Encounter/Challenge Design * **Scripting:** Gameplay and Event Scripting, Troubleshooting and Debugging, System Planning | * **Gameplay:** Level Layout and Planning, Testing and Balancing, Game Flow Refinement, UI/Controls Planning * **Leadership:** Sprint and Project Planning, Design Review, Conflict Mediation, Feature Planning, |
| Software |  | |
| * **Editors:** Unreal 4**,** Unreal 3, Other proprietary tools * **Art:** Photoshop, Google SketchUp, | * **Documentation:** Microsoft Office, Confluence, * **Source Control:** Perforce,Tortoise SVN, Jira * **Scripting:** Blueprint,Kismet, Lua 5.1 |
| Work History | Lead Level Designer, *InXile Entertainment,* New Orleans, L*A*  September 2016 – June 2019   * ***The Bard’s Tale 4: Barrows Deep (PC and Xbox One)*** Oversaw Team of 5-7 developers, level design layout and implementation, BSP and SketchUp construction, Team leadership, project management and coordination, Mentorship and guidance, feature design and iteration, occasional system and UX design   Senior Level Designer, *Red 5 Studios,* Irvine, *CA*  April 2015-November 2015 and July 2016-August 2016   * ***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   * ***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, | |
| 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 | |