

My Maps

Here are the specific maps and levels I have worked on for each game.

- **South Park: Snow Day**

- **Chapter 2 - Near Main Street**

- **MAP:** Main Street

- **VIDEO:**

- <https://youtu.be/CcnuYB9KXTs?si=13rRZzo0ADUBJosa&t=604>

- **WORK:**

- Layout for the area
 - Combat for the area

- **MAP:** Park County Police Station

- **VIDEO:**

- https://youtu.be/CcnuYB9KXTs?si=17pF5uuuZRkj0_jl&t=1396

- **WORK:**

- Layout for the area
 - Combat for the area

- **Chapter 3 – Tests of Strength**

- **MAP:** ShiTpaTown

- **VIDEO:**

- <https://youtu.be/loJim3koPdk?si=1fg5TJ7KZHHUCRUf&t=83>

- **WORK:**

- Layout for the area
 - Combat for the area

- **MAP:** SoDoSoPa

- **VIDEO:**

- https://youtu.be/loJim3koPdk?si=gACdhHY6uOOn9g_L&t=791

- **WORK:**

- Layout for the area
 - Combat for the area

- **MAP:** Theater / East Main Street

- **VIDEO:**
 - <https://youtu.be/FjHNPSfNsw?si=pjtqQx37Cd8j8maa&t=1047>
 - **WORK:**
 - Layout for the area
 - Combat for the area
- **MAP: The Dump**
 - **VIDEO:**
 - <https://youtu.be/2Ru4Nj7J8c4?si=wXb3yAUpnIzgUr-l&t=114>
 - **WORK:**
 - Layout for the area
 - Combat for the area
- **Chapter 5 - Hell's Pass**
 - **MAP: The Hospital**
 - **VIDEO:**
 - https://www.youtube.com/watch?v=SFa-ubtWgA8&ab_channel=GLPShorts
 - **WORK:**
 - Layout for the area
 - Combat for the area
- **Borderlands 3 – DLC: Takedown at the Maliwan Blacksite**
 - **Raid Map**
 - **VIDEO:**
 - <https://youtu.be/4EXXo2pHqml>
 - **WORK:**
 - Layout for the area
 - Combat for the area
- **Borderlands 3**
 - **Planet: Eden-6**
 - **MAP: Blackbarrel Cellars (Cold as the Grave)**
 - **VIDEO:**
 - <https://youtu.be/f5ByUd7Vdh8?t=243>
 - **WORK:**
 - Layout of mansion interior & Jabbermon sanctuary
 - Combat for the map

- **MAP: Jakobs Estate (Lair of the Harpy)**
 - **VIDEO:**
 - <https://youtu.be/pQB8aSVeaps?t=696>
 - **WORK:**
 - Combat for the mansion interior
 - **MAP: Voracious Canopy (The Family Jewel - Rumble in the Jungle)**
 - **VIDEO:**
 - https://youtu.be/O_pfoiMXmpM?t=323
 - <https://youtu.be/KJSUPfF6ly0?t=486>
 - **WORK:**
 - Layout of Jabbermon village (the Ewok-like tree village)
 - Combat for the Jabbermon village (the Ewok-like tree village)
 - Combat for the crashed spaceship interior (The Family Jewel)
- **Battleborn – DLC: Phoebe and the Heart of Ekkunar**
 - **Mission: Phoebe and the Heart of Ekkunar**
 - **VIDEO:**
 - <https://youtu.be/Olt9DbnsNll>
 - **WORK:**
 - Layout of the map
 - Mission setup and maintenance
 - Combat for the map
- **Battleborn**
 - **Mission: The Renegade**
 - **VIDEO:**
 - <https://youtu.be/9EBnnhKpuT0?t=109>
 - https://youtu.be/_kCEh4bePIE
 - **WORK:**
 - Mission setup and maintenance
 - Combat for the map
 - **Mission: The Void's Edge**
 - **VIDEO:**
 - <https://youtu.be/oy-9D93SEz4?t=1375>
 - **WORK:**
 - Combat for the map (co-worked with another level designer)

- **Aliens: Colonial Marines – DLC: Stasis Interrupted**
 - **Mission: Act 3: Redemption**
 - **VIDEO:**
 - <https://youtu.be/lTQztF2rsIA>
 - **WORK:**
 - Layout of the map (co-worked with another level designer)
 - Mission setup and maintenance
 - Combat for the entire map
- **Aliens: Colonial Marines**
 - **Mission: No Hope In Hadley's**
 - **VIDEO:**
 - <https://youtu.be/JUUN8NR1goI>
 - **WORK:**
 - Layout of the map (co-worked with another level designer)
 - Mission setup and maintenance
 - Combat for the entire map
 - **Mission: Hope In Hadley's**
 - **VIDEO:**
 - <https://youtu.be/A-or2NpD8GY>
 - **WORK:**
 - Mission setup and maintenance
 - Combat for the entire map
 - **Mission: The Raven**
 - **VIDEO:**
 - <https://youtu.be/MoalfnAoC84>
 - **WORK:**
 - Layout of the map
 - Mission setup and maintenance
 - Combat for the entire map
- **Section 8**
 - **LEVELS:**
 - **Orbital Relay**
 - **WORK:**
 - Level Layout
 - Mission setup and maintenance

- Combat for the levels
- **FEAR: Extraction Point**
 - **LEVELS:**
 - Interval 1, Contamination: Metastasis
 - Interval 2, Flight: Holiday
 - Interval 3, Descent: Orange Line
 - Interval 3, Descent: Terminus
 - Interval 4, Malice: Leviathan
 - Interval 5, Extraction Point: Malignancy
 - **WORK:**
 - Level Layouts
 - Mission setup and maintenance
 - Combat for the levels