

# Wyatt Todd

## Game Designer

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[thatsatoad.github.io/WyattTodd.github.io/](https://thatsatoad.github.io/WyattTodd.github.io/)

### Education

Savannah College of Art and Design (SCAD)  
Savannah, GA  
Expected Graduation May 2025  
Major: Interactive Design & Game Development  
3.77 GPA

### Skills

#### Software

Unreal Engine 5  
Adobe Photoshop  
Autodesk Maya  
Adobe Substance 3D Painter  
Adobe Premiere Pro  
Adobe After Effects

#### Technical

Blueprints  
Level Designing  
3D Modeling  
UV Mapping  
Texturing  
Video Editing

#### Professional

Project Management  
Communication  
Organization

### Design Experience

#### **Nature's Gift**

**Solo Developer**

- Designed and implemented core game mechanics which allowed the player to gain extra movement after jumping on top of the flying birds
- Created, imported, and arranged models and textures to create the level design
- Created the audio design

**Ocean Guardian** Savannah College of Art & Design  
Rule Reviser, Card Designer, Tabletop Sim Designer,  
3D Modeler, Video Editor

- Playtested every iteration of the game and helped tweak the rules afterwards
- Created a playable version of the initial game and every subsequent version on Tabletop Simulator
- Created 3D model for the player tokens
- Designed and created the cards
- Created and voiced over the advertisement for the game

### Additional Experience

#### **Volunteering**

##### Young Men's Services League — 2017- 2021

Perform 20+ hours per year of Mother/Son community service with local Austin organizations such as Angel House Soup Kitchen, Central Texas Food Bank, Veterans Honor Flight, and Meals on Wheels.

##### St. Lukes on the Lake Episcopal Church VBS — 2018

Assisted group leaders in directing games for small groups of 10-15 elementary aged boys and girls.  
Helped decorate the church for the VBS theme, and assisted in taking down the decorations afterwards.