

About

I'm a developer with 3+ years of professional experience in the games industry where I have shipped multiple smaller games and apps on PC and mobile. My skillset includes technical design, level design, and general game design, while having background knowledge in programming & scripting languages as well. Having worked with multiple teams of various sizes, I am able to quickly integrate into new teams, and I am not afraid to ask question, as I strive to learn from others, while also contributing my experience to the team as well. My goal as a designer is to help others create lasting memories from the games I develop, as I feel that is the best part of making games!

Skills

Programming

C#
Unreal BP / C++
HTML/CSS

Tools

Unity & Unreal 5
Git
Excel & Google Sheets

Design

Game & System Design
Level Design
AI Design

Work Experience

[Little Guy Games](#) | Technical Game Designer

Full Time | May 2021 – July 2023

- Projects Released:
 - Super Racer (PC – Web GL) (Unity)
- Cooperated with multidisciplinary team on 3 game projects, successfully releasing 1 for a live ops launch on PC
- Successfully released multiple live-ops updates as a designer with work on new game modes, quest updates, and community events while also maintaining and documenting game systems and mechanics, allowing for easy updates & launches
- Designed 2 narrative driven levels, incorporating unique puzzle designs and gameplay mechanics to create unique gameplay moments
- Took ownership over AI & NPC design and development across multiple projects, integrating modern tools/techniques and creating documentation on AI systems & creation processes.
- Researched and designed new gameplay mechanics & features, ensuring they feasible, engaging, and would meet our design goals

[Immunize Canada](#) | Technical Designer

Contract | Jan 2021 – Apr 2021

- Projects Released:
 - CARD (PC - Web GL) (Unity)
- Collaborated with client & design team to design the application for children demographic
- Successfully developed 4 mini-games for mobile targeted for a quick easy to learn gameplay design
- Maintained W3C UI accessibility standards while assisting in UI development, ensuring user-friendliness

SpaceCard | Technical Designer

Contract | May 2020 – Sept 2020

- Projects Released:
 - Spacecard (IOS) (Unity)
- On boarded for SpaceCard project, an IOS-based VR app used for interior design planning with multiplayer capabilities
- Quickly learned & researched new skills in multiplayer development, leading to a quick multiplayer prototype with all existing game systems
- Ensured product quality by repeatedly playtesting builds, and delegating tasks based on team strengths and weaknesses, allowing for on-time weekly builds and successful playtests
- Maintained documentation on existing, and newly developed systems & codebase allowing for longevity of project

CANSOFCOM | Technical Designer

Contract | Sept 2019 – May 2020

- Contracted for several projects as a technical designer, cooperating with several other designers and programmers, as well as the client
- Expanded upon existing systems using Unreal Blueprints to create UI-based training application for AI
- Completed weekly milestones while successfully attending classes

The Taylor Group | Technical Designer

Contract | Nov 2019 – Dec 2019

- Projects Released:
 - The Taylor Christmas Card (Web GL) (Unity)
- Completed game on severely short deadline, while maintaining weekly updates & bug-free builds for client
- Developed AI navigation systems, dialogue systems, and gameplay mechanics / systems
- Completed weekly milestones while successfully attending classes and completing exams

Education

Honors Bachelor of Game Design

Sheridan College | '17 - '21

Courses included Game Design Fundamentals, Level Design, and Game Mechanics

Side Projects

Water Damage – Halo Infinite: Forge Custom Level | Multiplayer Level Designer

Personal | Aug 2023

- Designed large multiplayer map for 24 players with foot soldier and vehicle gameplay.
- Performed multiple playtests to iterate and enhance gameplay flow throughout the level

Summit | Game Systems & Technical Designer

Academic | Sept 2020 – Apr 2021

- Cooperated with designer to scope out systems and game mechanics while creating prototypes for iteration
- Completed project 1 month ahead of schedule and showcased at XP Summit 2021
- Awarded in Sheridan College's [2021 Student Art Awards](#)

Panic In Grocery Store | Technical Game Designer

Game Jam | May 2020

- Worked alongside a team of 4 to release a 'gang beasts'-inspired game within 72 hours
- Collaborated with lead designer to design game mechanics and player controller
- Designed & iterated upon AI behavior and gameplay systems

Switcharoo | Game Systems & Technical Designer

Personal | May 2019 – Aug 2019

- A Cooperative 2D Platforming Shooter.
- Designed modular AI creation system allowing for quick creation of 7 unique AI enemies
- Developed level creation tools while cooperating with level designer
- Showcased at multiple events

Level Designer | Tokiwadai – Custom Unreal Tournament

Academic | Mar 2019

- Created custom CTF map, using knowledge of FPS Arena shooter genre to design map gameplay flow
- Play tested and iterated upon design, improving overall gameplay in the level

Survival Moon | Game Systems & Technical Designer

Personal Game Jam | Nov 2018

- A short top down collect-a-thon horror game, where the player uses their flashlight to navigate through the dark side of the moon
- Designed enemy AI while collaborating with art and sound teams to create engaging enemies
- Showcased at Sheridan College's student organized event; GameFest 2018