

Education

Honors Bachelor of Game Design

Sheridan College | '17 - '21

Courses included Game Design Fundamentals, Game AI Development, and Game Mechanics

Skills

Programming

C#

Unreal BP

C++

HTML/CSS

Tools

Unity Engine

Unreal Engine

Git

Excel

Design

AI & Enemy Design

Gameplay / System Design

Level / Encounter Design

Documentation

Released Projects

- [SuperRacer](#) (WebGL)
- [CARD](#) (WebGL)
- [Space Card](#) (IOS)
- The Taylor Holiday Card (Web GL)

Experience

Game Designer & Unity Gameplay Engineer | Little Guy Games

May 2021 – Current

- Spearheaded AI design and development across multiple projects, integrating modern tools/techniques and creating documentation on AI systems & creation processes.
- Designed and maintained multiple game systems during production and after release, while cooperating with other departments to finalize the project.
- White boxed and scripted several levels while cooperating with level artist, and narrative designer
- Prototyped and implemented multiple new game modes, while releasing for live service game and obtaining feedback from the community
- Led production of 2 projects ensuring that milestones were met, release dates would be attainable & live-updates would be launched.

Unity Programmer | Immunize Canada

Jan 2021 – Apr 2021

- Collaborated with client to design the application for children demographic
- Successfully designed & implemented 4 mini-games for mobile within a short deadline

Game System Designer (Unity) | SpaceCard

May 2020 – Sept 2020

- Designed VR orientated gameplay systems used by players to create layouts in their levels
- Led overall development while integrating multiplayer game systems in Unity application for IOS release
- Ensured product quality by repeatedly playtesting builds, and delegating tasks based on team strengths and weaknesses.
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Technical Designer (Unreal) | CANSOFCOM

Sept 2019 – May 2020

- Expanded upon existing game systems using Unreal Blueprints
- Completed weekly milestones while successfully attending classes

Gameplay Engineer (Unity) | Taylor Inc.

Dec 2019

- Led production team to game completion, ensuring completion of short-deadlines. Successfully delivered final build to client
- Developed core game systems and mechanics while adjusting based on client standards and feedback