**Career Summary**

* Experienced in designing levels, encounters, gameplay mechanics, and player facing game systems like PvP
* Lead and managed groups of up to 20 developers at a time in day-to-day tasks to reach production goals
* Recognized for excellent collaboration and consistently reviewed as a team player who likes challenges and accountability

**Work Experience**

**Elder Scrolls Online | Zenimax Online Studios** June 2023 – Present

*Combat Design Intern*

* Created prototype levels and gamemode for internal use
* Used in-house scripting tools to create and assist in the creation of gameplay systems, in-game abilities, and item sets

**Ghosts of Tabor | Combat Waffle Studios** August 2022 – December 2022

*Project Manager*

* Managed 15 developers in week long sprints to meet monthly deadlines set by myself, the lead developer, and the CEO
* Created NERDS medical system to circumvent base VR limitations
* Designed and created tools to streamline map creation using blueprint scripting in Unreal Engine 4.27

**Personal Projects**

**17th Aux Mod | Arma 3 Mod** February 2023 – February 2024

*Lead Developer*

* Leading 3-4 people in the creation and implementation of custom armors, weapons, and vehicles using C++ and custom textures
* Used undocumented libraries in order to access functions needed for custom asset development and implementation

**B.L.A.S.T. | Unreal Engine 4 Senior Project**January 2021 – April 2022

*Lead Designer*

* Worked 16 months as the lead designer in a PvPvE Arena FPS project of 20 students
* Designed and created game AI, gameplay systems, levels, and encounters while leading 11 programmers in the creation and implementation of these systems using C++ and unreal scripting

**Skills**

* Experienced in Unreal Engine 4, Unity, and O3DE (Lumberyard)
* Knowledgeable with Perforce, Github, Trello, and Shotgrid
* Proficient in Unreal Scripting, C++, C#, C, Python, HTML, and CSS

**Education**

**Shawnee State University** Portsmouth, Ohio

B.S. in Digital Simulation, Gaming Engineering, and Design May 2023