

### Objective

*Detail-oriented designer with a passion for creating immersive gameplay experiences. Seeking to join a collaborative team to design new features, balance existing mechanics, and enhance player engagement and satisfaction.*

### Education

Rochester Institute of Technology, Rochester, NY | Bachelor of Science in Game Design & Development, received Dec 2023

### Skills

**Game Design:** Technical Design, Systems Design, Character Design, Puzzle Design, Level Design, Playtesting, Prototyping

**Programming:** C#, C++, Java, JavaScript, HTML, CSS, GDScript, Unreal Engine Blueprints, O3DE Script Canvas, Dart

### Software

**Engines & Editors:** Unity, Godot, Hammer, O3DE, Unreal, Construct 3, Roblox Studio, Phaser, Tabletop Simulator, MonoGame, Box2D

**Tools:** Google, Visual Studio, Visual Studio Code, Audacity, WWise, Premiere, Photoshop, Flutter, Swagger, FileZilla, Postman

**Management:** Git, Trello, Atlassian Jira, Google Suite, Microsoft Office, Discord, Slack

### Projects

#### State of Matter | [Engine: Unity](#) → [O3DE](#)

- Originally developed for IGME 580: Production Studio. A grant was awarded by O3DE to finish development in their engine!
- I made a vast majority of the many design decisions throughout development. For example, I designed all enemy functionality, which includes a multi-phase boss. I was also responsible for all prop placement, the entire escape sequence, and more.
- I created/implemented all SFX, led the team to launch, helped with marketing, and delivered voice lines for the main characters.

#### Whispers in the Warehouse | [Engine: Unity](#)

- Solo-developing a horror game with the design challenge of trying to utilize the same space and enemy in new/creative ways.
- Designed a full horror game concept and narrative, a surplus of game mechanics, and 5 unique “nights” that have the player progress through the same environment, but with new pathing, items, and enemy variants. The first night is already complete!

#### Knockout Arena | [Engine: Unity](#)

- Solo-developed over a semester for my second time taking IGME 580: Production Studio. This game is still actively worked on.
- Designed a full wave survival game revolving around killing through the environment rather than by damage. I also designed an arena map, combat that utilizes ragdolls, and even a shop system where you interact by using the ragdolls rather than a menu!

#### Glutton Gull | [Engine: Unity](#)

- Developed in a team of four, in the span of four days, for the 2024 GMTK Game Jam. This game is still actively worked on.
- I formed the team and designed everything from full concept to all core mechanics, all revolving around the theme of “Built to Scale.” I was the only one in Unity, meaning I did everything— programming, AI, level design, and even animation functionality.

### Experience

#### Game Design Instructor at Game-U | [Sep 2024 - Present](#)

- Responsible for teaching game design, level design, programming, video editing, and voice acting, primarily to neurodivergent children and adults. I mainly cover game engines and game design concepts so they can learn to make games from scratch.

#### Technical Game Designer [and more] at O3DE | [May 2023 - Aug 2024](#)

- Our team was tasked to port our semester-long project, State of Matter, from Unity into O3DE, continuing progress until a full game was made. The game released to Steam on July 19th, 2024, marking it as the first game ever published using the engine.

#### Game Analyst Intern at Galaxy Interactive | [Jun 2023 - Aug 2023](#)

- Participated in multiple playtests (weekly) of portfolio companies' games, partaking in conversations with the development teams at a production level for their prototypes and alphas. Responsible for recording and playing in the sessions, writing extensive commentary, and reporting feedback from the team for each game, gaining experience under AAA industry veterans.

#### Software Engineer Intern at Partie | [May 2022 - Jul 2022](#)

- Responsible for fully developing a 3D desktop application with Unity. This involved C# programming, project management, asset creation, and creating API functionality. I was also responsible for API testing through Swagger and Postman.

#### Software Engineer Intern at Pypestream | [May 2021 - Jul 2021](#)

- Participated in daily scrum meetings, developed unit tests, and assisted in secure coding, working closely with a scrum development team in a collaborative remote environment. Worked mainly in JavaScript, React, Visual Studio Code, and GitLab.

#### Senior Programming Assistant at Emagination Computer Camps | [Jun - Aug 2017](#)

- Taught and chaperoned kids aged 6-16, involving workshops for Unity, Warcraft III World Editor, C#, Java, and Photoshop.

### Activities

#### Division 1 Overwatch Team at Rochester Institute of Technology | [Aug 2019 - Jul 2020](#)

- Played Off-Tank for Tespa Collegiate matches. I was also the IGL, formulating strategies and leading fight engagements.