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| Skills & Qualifications | **Technical Skills** | **Practical Skills** |
| * Microsoft Word, Excel, Project * JIRA, Perforce * Unity 3D, Unreal Engine * Twine | * Systems Design, Experimental Design, Level Design * Production Methodology * Statistical Methods |
| Education | * Full Sail University – **Game Design, Master of Science** –3.88 GPA | September 2016 * University of Hull – **Creative Writing and Philosophy, Bachelor of Arts** – 3.26 GPA | June 2015 | |
| Work History | EA Sports | **Embedded Quality Assurance Analyst** |*Orlando: 05/18 - Present*   * Oversaw QA Product ownership of 3 areas, including a completely new Front End mode to the NBA LIVE title. * Analyzed threat and testing design of incoming features and changes. Ran Pre and Post integration testing of said features and changes. * Organized and ran playtest sessions for the purposes of in-house feedback on general gameplay.   **Previous Experience:**  EA Sports | **Embedded Quality Assurance Tester II** |*Orlando: 04/17 – 10/17, 02/18 – 05/18*   * Worked on a Front End mode alongside other Testers and under an Analyst. * Pre and Post Integration testing of features and changes, working closely with designers and engineers to this end. * Assisted in testing a post-launch feature, covering it’s implementation until my contract ended.   User Experience Lab | **Research Assistant** |*Orlando: 06/16 – 08/16 & 02/17 – 04/17*   * Designed the methodology for a Virtual Reality test study. * Assisted in carrying out multiple studies. * Performed topic related research and co-wrote a paper on this study.   Faustian Games | **Community Manager & Designer** |*Orlando: 05/16 – 04/17*   * Worked on social media platforms and in conjunction with new-sites to garner attraction for the studio’s debut title. * Play-tested the game constantly and provided design consultation.   Incendiary Entertainment Division | **Designer** |*Orlando: 03/16 – 08/16*   * Provided design feedback for multiple student development teams. * Performed Quality Assurance role to assist faculty in their feedback of student projects. * Worked as a Level Designer on a student project.   CelleC Games | **Designer, Writer and Voice Over Artist** |*Orlando: 01/16 – 05/16*   * Created original IP and worked with a team to design it. * Worked as editor and writer on a pre-existing scripts, and for other writing-related projects. * Provided voice work for a released title. | |