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| Objective A technical designer with 6 years of industry experience in both design and engineering. Looking to work with a motivated team to create world-class games while expanding both my programming and design skill sets. |
| ExperienceTechnical Designer*, Sony Santa Monica Studios, God of War* May 2016 – Present  * Work closely with designers, art, rigging, and animation teams to handle complex setpieces. * Create modular Lua script setups to handle frequently seen content to ensure all implementation is unified and easy to setup. * Create and maintain Maya tools (MEL and Python) to assist in content creation and upkeep. * Lead development of several key game features and development processes working closely with engineering.  Scripter*, Carbine Studios, Wildstar* December 2014 – March 2016  * Extend our in-house scripting language and tools to better meet the needs of the design department. * Train and support the design department in handling complex or high-profile scripts, especially in a live environment. * Audit design work weekly to ensure quality and consistency as well as avoid server degradation. * Cross-department intermediary to ensure technical designs are sufficient for engineering and expectations are clearly communicated for other teams. * Provided support to UI scripting, gameplay engineering, and tools as needed.  Game Designer*, Carbine Studios, Wildstar* January 2012 – December 2014Associate Game Designer*, Carbine Studios, Wildstar* May 2011 – January 2012  * Worked on Normal and Veteran difficulty 5-player group instances, managed complex scripted frameworks, advanced AI strategies and communications, and combat for instance bosses and player-like combat for NPCs . * Worked on multiple leveling zones, creating quests, challenges, and path missions and handled spawning and staging. * Created complex instances, such as a MOBA with complex AI strategies, an RTS with multiple dynamic systems, and branching story-driven adventures for unique gameplay experiences. * Worked directly with other departments to clearly communicate the needs of the design department. * Created prototypes of new systems and outlined the design requirements for engineering. * Assisted and trained other designers in understanding our tools, systems, best practices and optimal workflow. |
| Skills  |  |  |  | | --- | --- | --- | | Game Design | Programming | General | | * Scripting (C#, Lua, Python, AS3, JS) * Open-World and Instanced Multiplayer Design * Complex AI Interactions and NPC Combat * Game Development (Proprietary, Maya, Unity3D, Unreal, Flash) | * **Programming (C++, C#, Java)** * **Version Control (Perforce, Git, SVN)** * **SQL & Database Structures** * **Scripting Language Implementation** * **Visual Studio & Debugging** | * **Bug/Project Tracking (JIRA, Confluence)** * **Microsoft Office (Word, Excel/VBA)** * **Adobe Photoshop/Flash** * **Self-Driven Learner** * **Lifelong Gamer** | |
| EducationUniversity of Advancing Technology September 2008 - June 2010 *Bachelor of Arts in Game Design and Multimedia, 3.93 GPA* Mercer County Community College June 2008 *Computer Hardware, Networking and Systems Administration, 3.8 GPA* |