## Experience

**Technical Designer**, Sony Santa Monica Studios, *God of War (PS4)* May 2016 – Present

Tools/Skills: Maya, Lua, Python, MEL, C#, Proprietary Tools & Engine, PS4 DevKit  
- Work closely with multiple disciplines to build a polished, AAA-quality game experience  
- Script solutions for level, puzzle, and module logic and maintained design scripting libraries  
- Maintain development and shipping checkpoint logic  
- Handle performance and load improvements game wide for a seamless 30 fps experience  
- Built and maintained editor tools for workflow improvements across design departments

**Scripter**, Carbine Studios, *Wildstar F2P (PC)* December 2014 – March 2016

- Extended our in-house scripting language and tools to better meet the needs of the design department  
- Trained and supported the design department in handing complex or high-profile scripts, especially in a live environment  
- Audited design work weekly to ensure quality and consistency as well as avoid server degradation  
- Cross-department intermediary to ensure technical designs were sufficient for engineering and expectations were clearly communicated for other teams  
- Provided additional UI scripting, gameplay engineering, and tools support as needed

**Game Designer**, Carbine Studios, *Wildstar (PC)* January 2012 – December 2014  
**Associate Game Designer**, Carbine Studios, *Wildstar (PC)* May 2011 – January 2012

- Created 5-player group instances, managed complex scripted frameworks, build advanced AI strategies and communications system, build combat for instance bosses and player-like combat behavior for NPCs  
- Built various content through multiple leveling zones  
- 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 and optimal workflow

## Skills

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| Design | Programming | General |
| - Scripting (Lua, Python, C#, Blueprints)  - Open-World Design  - Multiplayer Instance Design  - Complex AI Combat and Non-combat behaviors  - Game Development (Unreal Engine 4, Unity3D, Proprietary, Flash, PhaserJS) | - Programming (C++, C#, Java)  - Version Control (Perforce, Git, SVN, Hg)  - SQL & Database Structures  - Scripting Language API Design  - Visual Studio, VS Code Debugging | - Bug/Project Tracking (JIRA, Confluence)  - Microsoft Office Suite (Word, Excel/VBA)  - Adobe Photoshop/Flash  - Maya, Python, MEL, PyQT, JS  - Shell scripting & Sublime plugins  - Self-Driven Learner & Lifelong Gamer |

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| References  |  |  |  | | --- | --- | --- | | Doug Koup  <douglas.koup@gmail.com>  (714) 686-5402 | Matt Tobiason  [aomenooni@yahoo.com](mailto:aomenooni@yahoo.com) (360) 250-1183 | Matthew Pellicane  [pellican21@gmail.com](mailto:pellican21@gmail.com) (302) 598-0626 | | Education **University of Advancing Technology**  *B.A. Game Design/Multimedia*  **Mercer County Community College**  *Hardware, Networking, SysAdmin* |