

## DESIGN SKILLS

- Puzzle design
- Narrative design
- System design
- Prototyping/iteration/documentation
- Bilingual - English/French

## TECHNICAL SKILLS

- Python, Lua, GDScript, GML
- Godot, Game Maker Studio 2
- Source control (git)
- Code review
- Reverse engineering

## PROFESSIONAL EXPERIENCE

### **Escape Club Escape Rooms and Board Game Cafe, Regina** — *Lead Room Designer*

OCTOBER 2018 - PRESENT | Team of >15

- Planned and developed seven escape rooms, including lead design on currently-active *Miss Fortune*, *Old Mac's Farm*, and *Spellbound*
- Determined the overarching narrative and key set pieces for each escape room, which are the defining characteristics of any room, consulting with the other lead for feedback
- Drafted gameplay progression flow, "the plan" for the room, defining the connections between the critical set pieces and stubbing puzzles where needed to serve as a reference for other designers
- Updated design documentation at all stages of development, including post-launch, while soliciting feedback from the rest of the team
- Designed and created physical prototypes of puzzles, collaborating with set designers and prop artists in order to achieve the desired gameplay effect within the constraints of a physical in-person experience
- Tested puzzle prototypes on multiple other staff members, iterating on user experience and identifying how differences in approach to solving it can affect the solution
- Regularly reviewed and updated gameplay in existing escape rooms to ensure an ideal experience, sometimes requiring critical last-minute changes or repairs
- Operated rooms for customers start to finish: delivered room introductions and debriefs while in-character, and provided hints proactively and in-character to offer players the best possible gameplay experience, tailored to each group

### **Studio Nevermore, Regina** — *Chief Executive Officer*

JUNE 2019 - PRESENT | Team of 4

- Served as Producer and Developer for *Oh Jeez, Oh No, My Rabbits Are Gone!!!*, Studio Nevermore's first game release:  
[https://store.steampowered.com/app/1199140/Oh\\_Jeez\\_Oh\\_No\\_My\\_Rabbits\\_Are\\_Gone/](https://store.steampowered.com/app/1199140/Oh_Jeez_Oh_No_My_Rabbits_Are_Gone/)

- Served as Systems Programmer for *Downpour*, programming many underlying systems for the game
- Responsible for subsequent updates to *Oh Jeez, Oh No, My Rabbits Are Gone!!!*:
  - Critical bug fixes
  - Major optimization passes
  - Added an in-game achievements menu, with themed vignettes for each unlocked achievement
- Responsible for ensuring accessibility within Studio Nevermore's games, adding new features such as an alternate font and additional control options, and prioritizing accessibility throughout the development process

### **Randovania, Open Source — Core Dev**

AUGUST 2021 - PRESENT | Team of >10

- Core Dev for an open source platform for video game randomizers
- Reviewed Pull Requests from various contributors, including as the main reviewer for any PRs from the other Core Dev
- Worked in Python and Lua for both core application features and game-specific patching
- Spearheaded various reverse engineering efforts, most notably for *Metroid Dread*
- Contributed major refactors, making the Randovania platform easier for randomizer developers to adopt for their own projects
- Contributed major features, developing novel algorithms for randomizing specific parts of a game

### **/tg/station13, Open Source — Maintainer**

NOVEMBER 2015 - APRIL 2018 | Team of >25

- Maintainer and contributor for one of the largest open source projects in the world
- Reviewed hundreds of Pull Requests while serving as a maintainer, ensuring code quality and adherence to the project's game design principles
- Contributed code changes to the project regularly according to contribution standards - largest projects had upwards of 500,000 changed lines

## **VOLUNTEER EXPERIENCE**

### **Saskatchewan Interactive Media Association — Board Member, Programs Committee Chair**

SEPTEMBER 2021 - MARCH 2022 | Team of 12

- Served as a board member for SaskInteractive, a non-profit organization representing the interactive digital media sector to the provincial government
- Launched a program permitting community events to easily and transparently apply to SaskInteractive for funding
- Oversaw applications for this program, presenting them to the committee for approval once initial criteria were met by the applicant

- Developed overall programs strategy, collaborating with the Executive Director