

## SUMMARY

- Game designer with over 2 years of AAA experience
- Passionate about narrative design
- One shipped AAA title (Agents of Mayhem)
- Strong technical background
- Proficient in C++, Scripting, Unity

## EDUCATION

**University of Michigan** | Ann Arbor, MI

Bachelor of Science – Computer Science, May 2016 – GPA: 3.5

## EXPERIENCE

**Deep Silver Volition** | Champaign, IL

**Associate Designer III** *July 2016 - Present*

**Game Design Intern** *Summer 2015*

- Gaining invaluable team and communication experience by working with writers, programmers, artists, producers, and other designers to help create one cohesive experience
- Sharpening my logical thinking skills with Volition's visual scripting language
- Learning to create and maintain a high-level vision for a design while finding areas of compromise with other disciplines

**Detroit Labs** | Detroit, MI

**iOS Mobile App Development Intern** *Summer 2014*

- Learned how to break down a project into easily digestible tasks, distribute the team's resources to effectively complete those tasks, and how to realistically estimate completion time

## PROJECTS

**Unannounced Project** | **Mission Designer**

- Working closely with writers to design nearly a third of the missions in Volition's next title
- Creating rapid prototypes of enemies, missions, and other gameplay

**Agents of Mayhem** | **Systems Designer**

- Iterated on the design of five of the twelve playable agents and led a drastic re-design of one agent
- Scripted several side missions under severe time constraints
- Designed and implemented two playable DLC agents from the ground up (Gat, Safeword)
- Formed a sound game design foundation by learning from mentors and by taking on a huge amount of responsibility for my first AAA project

**Blobbles** | **Solo Developer**

- A fast-paced 2D puzzle game made in Unity that has the player swapping and mixing colorful little creatures in order to protect them
- Accumulating more experience in testing, iterating, and pivoting designs
- This is a game-for-change in disguise where the message is "diversity is strength" and it is conveyed solely through the mechanics

**A Spooky Night In** | **Designer, Programmer, Artist, Producer**

- Pivoted to a drastically different design halfway through development to ensure novelty
- Voted 3<sup>rd</sup> out of 24 games at the University of Michigan Game Development showcase

**Virtual Reality Broom Flying** | **Designer, Programmer**

- Earned 2<sup>nd</sup> amongst 238 teams and over 1,000 participants at the U of M 38-hour Hackathon