

## Skills

Game engines (Unity, Unreal 4, Twine)  
3D modelling & animation (Blender, Maya, Zbrush, Substance Painter, Substance Designer)  
C#, Java, C++, HTML, Git  
Adobe products (Photoshop, Illustrator, InDesign)  
Microsoft Office (Word, Excel)  
Jira, Confluence, Trello

## Projects

### **One Cold Evening- Boston, MA**

*Producer, Narrative Designer - September 2019-June 2020*

Managed a team of 4 to create a fantasy-noir mystery game

Focused on highly memorable characters and setting with air of intrigue

Used Jira, Git, and Agile methods to keep project organized and on track

### **The Beauty of Poppies - Boston, MA**

*Writer - August 2017-January 2020*

Write character dialog and plotlines based on mythology and research

Develop central themes

Acquire an understanding of culture and history related to Afghanistan

### **Archipelago - Boston, MA**

*Designer - October 2018-October 2019*

Developed a pirate-themed, d12-based TRPG as a personal project with two co-designers

Aimed to create seamless transition between ship vs ship and person vs person combat

Focused on documentation and organization of development process and reference material

### **What Ales You? - Boston, MA**

*Narrative Designer, Designer, Artist - January-May 2019*

Wrote branching dialog and designed overarching narrative for fantasy bartending game

Designed systems for balancing making drinks and talking to patrons

Assisted with production of 3D models

### **Pison Technology - Boston, MA**

*Unity Developer - May-September 2019 (Internship)*

Developed demos for proprietary technology using Unity

Designed UX and UI for mobile apps to be used by patients with ALS

### **Still Life Studio - Boston, MA**

*Designer, Artist - May-August 2018 (Internship)*

Designed and prototyped a proof-of-concept level for a bike-based exercise game

Created optimized environment assets for use in VR

## Education & Other Experience

### **Northeastern University - Boston, MA**

Bachelor of Fine Arts in Game Design (May 2020)

Minor in Computer Science

GPA: 3.5

Awards: Dean's List Fall 2016-Spring 2020, Meserve Award for Games

### **Northeastern University Tabletop Roleplay Society**

*Secretary - May 2017-May 2018, President May 2018-May 2020*

Organized club meetings, planned and ran events

Developed branding guidelines, created branding materials

Developed relationships with game stores and related companies for sponsorships

Recorded proceedings and developed task lists