

## Skills

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

## Projects

### **Druid Detective Noir (working title) - Boston, MA**

*Producer, Narrative Designer - September 2019-Present*

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

Focusing on highly memorable characters and setting with air of intrigue

Projected completion in May of 2019 (Steam release)

### **Bump in the Night - Boston, MA**

*Designer, Artist - August 201-Present*

Develop a card game about hunting cryptids using Memory as mechanic

Personal project with two co-designers

Projected completion end of year 2019 (print on demand release)

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

*Designer - October 2018-Present*

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

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

Projected completion in spring 2020 (currently in playtesting)

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

*Writer - August 2017-Present*

Write character dialog and plotlines based on mythology and research

Develop central themes

Acquire an understanding of culture and history related to Afghanistan

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

*Unity Developer - May-September 2019*

Developed demos for proprietary technology using Unity

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

### **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

## Education & Other Experience

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

Bachelor of Fine Arts in Game Design (expected May 2020)

Minor in Computer Science

GPA: 3.4

Awards: Dean's List Fall 2016-present

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

*Secretary - May 2017-Present*

Organize club meetings, planning and running events

Develop branding guidelines, creating branding materials

Develop relationships with local game stores

Record proceedings and develop task lists

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