



## **Objective**

To design & craft experiences that leave lasting impressions on people's lives. To create with people who share my enthusiasm & love for the medium.

## **Experience**

**Love Conquers All Games,** Toronto ON — Technical Designer, QA Goordinated with global team to support Ladykiller In A Bind for release.

June 2016 – Present

**Midboss,** San Francisco CA — Design Engineer, QA Remote gameplay and interface scripting for Read Only Memories launch.

July 2015 – Present

Oct 2016

**Louisville Makes Games!**, Louisville KY — Director, Co-Founder Created a game developer focused nonprofit & coworking space.

February 2015 – Present

**UPS**, Louisville KY — Application Developer
Designed and implemented business-critical C# MVC applications.
Reduced build deployment times by 20% with automated unit tests.
Created & maintained project plans and design docs for 8-10 person teams.

July 2013 – February 2016

Projects Release Date

**Ladykiller In A Bind**, Love Conquers All Games — Tools Programming (RenPy)
Designed & coded level progression analysis algorithm, exponentially reducing QA time.
Increased playtest actionability by creating player-choice reporting systems.
IGF 2017 Winner: Excellence In Narrative.

**Read Only Memories,** Midboss — Design Scripting, QA (Unity)

Oct 2015

Redesigned controller UX for point-and-click interaction, co-led bugfix efforts.

**PSHNGGG!,** Zepyhrware — Design Scripting, PR (Unity)

Designed & implemented modular UI and AI for rapid, design-led development.

Initial prototype created with a 4 person team during Train Jam.

**Selfie Assault!,** mintchipleaf — Design, Gameplay Programming (Unity)

April 2015

Developed mechanical proof of concept for the Ludum Dare 32 game jam.

**Orison of Mercury**, mintchipleaf — Design, Project Management (Unity)

Designed and programmed procedural encounter & mapping systems.

Managed team schedule and asset production during Antholojam game jam.

## **Education**

**University of Louisville** — B. S., Computer Information Systems Four year CS degree focusing in software/web development & InfoSec.

2013