

EDUCATION

Rochester Institute of Technology

B.S. Game Design and Development 2020
GPA: 3.94

2016 to
2020

SKILLS

PROGRAMMING/MARKUP LANGUAGES: C#, JavaScript, HTML/CSS

SOFTWARE: Unity, Unreal Engine 4, Twine, Valve Hammer Editor, Aseprite, Visual Studio, Photoshop/GIMP

EMPLOYMENT

REDEMPTION GAMES, INC.

Level Design Consultant

Carlsbad, CA (Remote)

July 2020 to Current

- Designed/implemented levels that supported the game's core mechanics, engaged players, and followed design guidelines.
- Facilitated discussions during design meetings and conceptualized new blockers/ideas for levels.
- Reported bugs found during testing to the Design/Development teams and provided screenshots to expedite the process.
- Redesigned existing levels to be 60% easier to reduce player churn as well as to be 30% harder to increase player monetization.

FUNKITRON, INC.

Level Balancer

Boston, MA

Feb. 2019 to Dec. 2020

- Tested hundreds of levels, collected data, and organized the data in a Google Sheets document for developers to review.
- Investigated bugs and compiled documentation with steps to reproduce/screenshots to assist developers.
- Convinced Level Designers to modify levels that were not fun by listing potential grievances and potential solutions.

RESCUE | THE BEHAVIOR CHANGE AGENCY

Web Development Intern

San Diego, CA

Sept. 2019 to Dec. 2019

- Improved and maintained pre-existing websites for clients using WordPress, Nuxt.js, and other Content Management Systems.
- Used APIs and Frameworks such as Firebase, Vue.js, and Mailchimp to construct sites from scratch that fit the client's needs.
- Corresponded with and advised the design team on features that could be programmed within the project scope.

PROJECTS

THE PERESMESHNIK (SOLO)

Feb. 2020 to July 2020

- Planned the story using Twine and a design documentation, then produced the game using JavaScript.
- Composed Music/SFX using Ableton Live and implemented the audio in the game.
- Restructured the game to work with the Steamworks API by integrating NW.js (Node Webkit) and Greenworks.js.
- Published the game on Steam and Itch.io.

ABANDONED FACTORY LEVEL (SOLO)

Feb. 2020 to May 2020

- Fabricated a 3D interactive level in UE4 (Unreal Engine 4) that was optimized using built-in LOD (Level of Detail) tools.
- Optimized the 3D models and reduced the polygon draw count from 10-15 million to 2-3 million.
- Devised scripts using UE4's Blueprints to implement interactions and scenarios that could be triggered by the player.

ISOLATION (SOLO)

Apr. 2017 to May 2017

- Utilized the Pixi.js rendering library and JavaScript to build an experimental game for the web.
- Designed mechanics to experiment with the idea of using gameplay mechanics to tell a story.
- Documented the game design process on a web page which is hosted on the same site as the game

VOLUNTEERING

MARCUS LITERACY PROJECT · Game Designer
Remote

July 2021 to Current

- Designing aspects of a video game that helps struggling 4th - 8th graders become proficient readers.
- Created design documents for multiple minigames with the goal of teaching literacy skills.
- Met with the team to discuss progress and plan for future milestones.