

Skills

Scripting/Programming: C#, C++ 11, Java, Actionscript 3.0, Maya Mel Script

Familiar with: Javascript, HTML5, Objective-C

Software: Visual Studio 2012 & 2010, Maya 2013, Photoshop CS5, Xcode

Engines: Unity 4.0, Unreal Development Kit 3

Familiar with: Unreal Engine 4.1, Cryengine 3.5

Selected Projects

Spectral Robot Task Force (January 2014 - Present), Team of 14

Level Designer

- Sole level designer on team.
- Paper prototyped levels in Photoshop, used Maya to create 3D prototype. Then tested and balanced level according to results.
- Asynchronous multiplayer RPG strategy game with a humorous setting.

Oneris Arcis (January 2014 – Present), Team of 3

Level Designer

- Designed and blocked out the outdoor part of the level and the second floor of the indoor part of the level.
- Developing a level in UDK for review by an online community (WorldofLevelDesign.com, Polycount.com). Received very good advice and iterated upon level using advice we got.

QuickSilver (October –December 2013), Team of 6

Level Designer

- Created a block out of the level in Maya then tested and balanced level. Then used environmental assets to create final version in Unity after block out was approved by the rest of the team.
- Game of tag with parkour elements made in Unity.

Four Guns (March-May 2012), Team of 6

Programmer/Level Designer

- Created level editor in C# with XNA to work with Windows Forms to make it easier to create many levels.
- Cooperative, top-down shooter created using C# with XNA.

Experience

Passaic Board of Education, Passaic, NJ

Technician (May 2013 – Present) location:

- Assisted setting up Chromebooks for One-to-One district initiative
- Programmed scripts to help with mundane tasks such as help tickets for the IT department
- Assisted teachers and other faculty with any technical problems

App Developer and Technician (May 2012-August 2012) – more about what you did on this

- Helped lay foundation for an app to allow district students access to textbooks online on Chromebooks
- Assisted with instructing teachers how to use new software and hardware

Education

Rochester Institute of Technology, Rochester, NY

Expected May 2015

Bachelor of Science in Game Design and Development

Concentration in Japanese

Activities

Global Game Jam 2013

- Helped develop a platformer game based on the heartbeat theme for that year.