

Experience

Activision Blizzard, Inc.

- **Associate Game Designer, Hero Design for Overwatch 2**

2022 – 2024

 - Developed new character abilities from conception to live production
 - Implemented crucial bug fixes for released and upcoming characters
 - Reworked characters to address critical design flaws and game balance
 - Balanced playable characters' weapons and abilities for PvE story missions
 - Analyzed live game statistics to design new gameplay mechanics
 - Headed and supported multiple event game modes including the successful April Fools mode
 - Improved the console experience through adding Accessibility options and reworking haptics
 - Communicated with various departments such as QA, Audio, Narrative, Features
 - **Contract Game Designer for Hearthstone**

2021 – 2022

 - Independently learned proprietary tooling to develop content
 - Designed and implemented over 10 collectible playable characters and 30 boss encounters
 - Wrote multiple story campaigns, dialogue for characters, and additional needed text
 - Consulted on VO recording for written content
 - Communicated with the art department on written art descriptions
 - Balanced PvP characters and PvE encounters through post-launch updates

Projects

- Warp Dash – Lead Developer**

2021

 - Developed for Graffiti Games while consulting with developers from Rockstar Games
 - Created unique original characters while collaborating with an artist
 - Programmed racing combat with character-driven abilities
 - Showcased the game at the PlayNYC 2021 convention to over 1000 visitors.

Kril – Solo Developer

2018–2019

 - Designed a hybrid stealth/dress-up game about the Transgender experience.
 - Received over 1000 downloads on itch.io.
 - Showcased the game at several events including Samsung’s Pride and NYU Summer Games Showcase.
 - Participated on a panel for TransGeek speaking on the game’s themes.

Laplace’s Demon Is Bored – Solo Developer

2020 – 2021

 - Wrote the narrative taking inspiration from Jewish mythology and theoretical physics.
 - Provided character designs for new characters and ones based on folklore.
 - Created art assets used for characters, menus, gameplay, and UI.
 - Programmed various tabletop games, such as Koi-Koi.

Skills

Unity/C#	Adobe Suite	Java
Unreal	Data Analysis	Lua
Jira	Mechanic Design	Rapid Prototyping
Confluence	Feature Design	Quality Assurance

Education

- New York University**

2018

Bachelor of Fine Arts – Game Design