

EMPLOYMENT

Activision Blizzard, Inc.

- **Associate Game Designer, Hero Design (July 2022 - March 2024)**
 - Created Hero Prototypes which led to multiple abilities entering production
 - Supported heroes released and in-production providing polish and design work.
 - Balanced multiple playable characters for PvE Story Missions
 - Headed one and supported multiple Event Game Modes including the successful April Fools mode.
 - Improved the Console experience through adding Accessibility options and reworking Rumble.
 - Created many Achievements for unlocking content
- **Contract Game Designer for Hearthstone (July 2021 - July 2022)**
 - Designed and implemented over 10 collectable 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.

Brooklyn Academy of Music

- **Floor Staff (June 2021 - July 2021)**
 - Worked at the cinema department through selling food, directing customers, and cleaning.

PROJECTS

Lead Developer on Warp Dash created for Graffiti Games 2021 (June 2021 - July 2021)

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

Solo Developer on Kril(August 2018-January 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.

Solo Developer on Laplace's Demon Is Bored (December 2020 - June 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.

TECHNICAL AND DEVELOPMENT SKILLS

Programming Languages: C#, Java, Javascript, Lua

Web Development: HTML, CSS

Game Engines: Unity, Unreal, Pico-8, GameMaker

Adobe Suite: Photoshop, Illustrator, After Effects, InDesign, Animate, Premiere

Development: Git, Rapid Prototyping, Agile

EDUCATION

New York University

- Tisch School of the Arts Class of Fall 2018
- Bachelor of Fine Arts Game Design