

Experience

Activision Blizzard, Inc.

- Associate Game Designer, Hero Design for Overwatch 2

2022 – 2024
- Developed new character abilities from conception to live production
 - Reworked characters to address critical design flaws and game balance
 - Balanced playable characters' weapons and abilities for PvE story missions
 - 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, Art, Features
- Contract Game Designer for Hearthstone

2021 – 2022
- 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
 - 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.

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.

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.

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