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SKILLS		ENGINES/SOFTWARE		SCRIPTING	
Game Mechanics	Quests/Dialogue	Unreal Engine 4	CryEngine 3	Blueprint	C#
Gameplay Design	Weapon Balance	Source	Unity 4 Pro	I/O Scripting	Papyrus
Data Tables	Creative Writing	UDK / UE3	<i>Skyrim</i> Creation Kit	Akismet	Flow Graph
Combat Design	Systems Design	Hammer Editor	Adobe CC	Lua	UMG
BSP / Whitebox	Map Design	Perforce / SVN	3DS Max	Twine	
Prototyping	Documentation	JIRA	Amazon Playverse		

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## GAME & DEVELOPMENT EXPERIENCE

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*Dungeon Defenders II* Trendy Entertainment, Inc. June - August 2016

### Technical Level Design Intern

- Worked with the Design Director and Lead Level Designer to design and script unique game modes for a third-person, tower defense action game in Unreal Engine 3 using Akismet
  - Designed and Balanced a brand new RNG magical ranged weapon for live end-game content using Dynamic Tables and Amazon Playverse
  - Balanced weapon damage values for two hero classes using Unreal Engine 3 Archetypes for live-game changes
  - Led a Narrative Design Strike Team to concept, balance, and playtest player progression through levels 1-50 for new and returning users to experience a new difficulty progression system
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*Tinderbox & Project: Ever* Tinderbox Studios, Ltd. November 2013 - Present

### Project Manager/Lead Writer

- Co-founded and co-managed digital art and illustration company for digital prints and visual novels
  - Prototyped with Microsoft Student Ventures to design an interactive storytelling platform for digital artists and writers
  - Freelanced content creation for local business and small studio startups in Iowa City and Dallas
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*The ALEX Protocol* Team Size: 17 / Dev Time: 6 Months November 2015 - May 2016

### Game Designer

- Designed and balanced a rock/paper/scissors combat system with 3 unique enemy AI and player character for a third-person, melee action game in Unreal Engine 4.10
  - Collaborated with a cross-discipline team to establish metrics to test player expectations, including identifying the target market
  - Balanced animation length with attack speed using the Animation
  - Presented development progress to faculty and authored game design documentation on Perforce and Wiki
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*Battle of the Alien Invaders!* Team Size: 9 / Dev Time: 12 Weeks June - October 2015

### Game Designer

- Balanced all gameplay for a First Person Shooter, Capture the Flag default and variant game modes in Blueprint for Unreal Engine 3.8
  - Directed and consulted coworkers on artistic direction, system design, and user experience
  - Maintained a holistic vision of the game through design meetings and authored documentation on Perforce and Wiki
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<i>Sandman's Apprentice!</i> Game Designer/Level Designer	Team Size: 9 / Dev Time: 6 Weeks	April - May 2015
<ul style="list-style-type: none"><li>Designed and implemented core mechanics and gameplay for Nexus 7 tablet mobile Top Down Shooter-Adventure in C# and Unity 4</li><li>Maintained clear, directive vision in game design meetings and authored all design documentation on Perforce</li></ul>		

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### INDIVIDUAL WORK

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<i>"Tower: Redux,"</i> Unreal Engine 4.11	Master's Thesis	12 weeks
<ul style="list-style-type: none"><li>Used navigation and exploration mechanics to maintain and achieve narrative-mechanic (ludonarrative) harmony to encourage discovery in a first-person single-player level</li><li>Designed and implemented a collection system that reinforced the narrative of discovery</li><li>Created a model that designers can use to achieve synergy between game mechanics and narrative during game development</li></ul>		
<i>"Burning Light,"</i> <i>Half Life 2, Hammer Editor</i>	Single Player Puzzle-Adventure	5 Weeks
<ul style="list-style-type: none"><li>Designed and scripted custom flashlight mechanic to ignite environmental objects and burn enemies in Hammer SDK</li><li>Used existing static meshes and BSP to create a believable coastal inlet light house</li></ul>		
<i>"Alternate Route"</i> <i>Crysis2, CryEngine3</i>	Single Player FPS Mission	8 Weeks
<ul style="list-style-type: none"><li>Designed and balanced enemy encounters that encouraged emergent gameplay for multiple player types in Flow Graph</li><li>Scripted helicopter crash and explosion sequence using Flow Graph in CryEngine3</li></ul>		
<i>"Trials of Dushara"</i> <i>Skyrim, Creation Kit</i>	Single-Player RPG	9 Weeks
<ul style="list-style-type: none"><li>Designed trigger-based environmental puzzles and integrated play tester feedback using Papryus scripting</li><li>Created branching dialogue trees for 4 unique NPCs, 1 main quest storyline, and 1 side quest storyline in the Creation Kit editor</li></ul>		

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### EDUCATION

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SMU Guildhall Master's of Interactive Technology, Digital Game Development Specialization: Level Design	Plano, TX	Graduating: Dec. 2016
University of Iowa Bachelor of Arts in International Studies, <i>Honors</i> ; Bachelor of Arts in English, <i>Creative Writing Track</i> ; Certificate: Entrepreneurial Management	Iowa City, IA	Graduated: May 2014

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