

## Senior Generalist Design Skills

<b>Level Design</b>	1st/3rd person, combat, action, adventure layouts, 100+ PvP zones, BSP Construction, Static Mesh layouts. whitebox/greybox, optimization, Low-Poly modeling, texturing, unwrapping, dynamic lighting, concept sketches, level streaming
<b>Content Design</b>	Quest structure and flow, narrative and dialog writing, New Player Experience, feature branding, consistency in content evolutions, basic systems, puzzles and secrets.
<b>Narrative Design</b>	Story as Gameplay, Character Construction, Branching Narratives, Mission Dialog, Item Text Narrative, Effective Objective Text, Player Driven Narratives
<b>Design Tools</b>	Unreal 4, UDK, UnrealEd 3 (Unreal Tournament 3), Source Engine for Half-life 2, Unity, Elder Scrolls Construction Set (Oblivion), Torque X Builder, UnrealEd 2 (Unreal Tournament 2004), Unreal Construct, Unreal 5, Calligraphy (Proprietary)
<b>Scripting</b>	Unreal (Kismet/Matinee/Script/Blueprints), Lua, TESScript (Oblivion), C#, Hammer, Max Script, XML, JSON, & proprietary script
<b>Dev Tools</b>	Photoshop, Illustrator, 3ds Max 2009 and 2010, SketchUp 7, TortoiseSVN, Perforce, Google Docs/Sheets/Slides, MS Office/Project
<b>Production/Other</b>	Rapid Development, SCRUM, IssueManager, MantisBT, Jira/Confluence, CA Technologies, technical/visual documenting, collaborative ownership, mentoring, stakeholder presentation, pipeline management
<b>General</b>	Managing risk and scope while making reliable task/time estimations. Balancing constraints with both proven and imaginative game mechanics. Clear and effective communication of design through documentation and rapid prototyping.

## Education

<b>Saddleback College Online, Irvine, CA</b> Early Childhood Education	January 2019 - Present
<b>Guildhall at Southern Methodist University, Plano, TX</b> Certificate in Digital Game Development Specialization in Level Design	December 2009
<b>Columbia College Hollywood, Hollywood, CA</b> Film Production Study	June 1996
<b>Central Michigan University, Mt. Pleasant, MI</b> Broadcast and Cinematic Arts	December 1993

## Active Employment

**Academy of Art University - San Francisco** | Part-Time Instructor - School of Game Development | August 2019 - TBD

## Game Titles

[State of Decay 3](#) (PC/XBox/PS5) | [Blind Squirrel Games \(contract with Undead Labs\)](#) | April 2024 - 2025

### Senior Design (Missions and Story Team)

- Ideation, documentation, and implementation of State of Decay 3's Missions in Unreal Engine 5. Beginning late in preproduction and transitioning to full production.
- Proactively communicated content progress using Slack, Jira, and other collaboration and workflow tracking tools.
- Collaborated with Narrative to make sure the Missions told a compelling story through gameplay to fit within the SoD Universe.
- Scripting Missions through proprietary mission graphing tools to script Missions. (spawning, conversations, quest flow, and logic for branching outcomes.)
- Able to communicate during playtest sessions and presenting what elements are significant to the State of Decay brand as a designer and fan of the IP.
- Got to play with some secret new gameplay stuff I can't really talk about yet!

[New World: Aeternum](#) (PC) [Blind Squirrel Games \(contract with Amazon Games\)](#) May 2022 - April 2024

#### Senior Design (Creatures Team)

- Creature Design and implementation for Season 4 Soul Trial Final Boss - [Mordred](#) - Gameplay concept, Design Pitch, Design Doc, spell components, combat structure, AI Scripting, coordination with narrative, VFX, and Animation for gameplay to bolster his positioning in the story.
- Creature Design & implementation for Halloween event's Pumpkln creature and two new creatures including a Raid Boss for unreleased content
- Creature Design and full implementation for a new, yet to be announced combat creature.
- Responsible for maintaining living documentation from concept to full Creature Design Document
- XML scripting for the creature's AI behavior, as well as related spells and abilities.
- Building the creature in Amazon's Lumberyard Engine (based on CryEngine)
- Working with VFX artists and animators, created animated previsualization references preserving and adapting concepts to final implementation.

#### Senior Design (Gamepad Team)

- Documentation for full conversion of Keyboard and Mouse controls to support fully playing *New World* with a gamepad.
- As manager, mentored a UX Designer also working on the gamepad conversion.
- Conceptualized and Designed support for gameplay elements on gamepad.
- Working directly with engineering, designed the early iterations for Radial Wheel, Target Lock, Gamepad button behaviors, support for activities like Housing, Fishing, Playing Music, and documentation and R&D for more unannounced features.

## Past Game Titles

[Marvel STRIKE Force](#) (Android/iOS) [Boundless Entertainment A Scopely Studio](#) Aug 2020 - 2022

#### Senior Design

- Choreographing mission combat sequences and enemy compositions for mission content across all game modes
- Wrote character and story narrative for Legendary Marvel character Jubilee's release, and consulted on narrative design for more.
- Implemented all of the above using Unity and editing JSON scripts, working 100% remotely from day 1.
- Continuing to craft and pilot end-game mission content at a rapid pace release schedule in a free-to-play mobile game for a high profile Marvel IP.
- Plotting out future of raid content and strategies as Raids feature owner

[Marvel Heroes \(2016 - Omega\)](#) (XBox One, PS4, PC MMO) [Gazillion Entertainment](#) July 2016 - 2018

#### Senior Design (Game / Level / Content)

- Designed, developed, and implemented core game content. End to end Narrative Missions, Open World objectives and flow, Danger Room and Raid Content.
- Retooled and implemented end-game, treasure room, and open world mission content, with a focus on flow and accessibility.
- Reimagined and rebuilt end-game raid, including base geometry, content sequences, and Unreal Level streaming
- Prototyped modular dynamic gameplay camera sequences using Unreal Kismet Prefabs. This allowed the design team to add more dynamic camera sequences without extending scope, as any camera sequences had previously been a weight solely on the Art Team.
- Partnered with a Gameplay Engineer to translate mouse/key PC scheme to console. This included evaluating and adapting each hero and hero power set to feel great with a game controller.

[FireFall 2.0](#) (PC MMO) [Red 5 Studios](#) December 2014 - July 2016

#### Senior Content Design

- Designed instanced encounters for FireFall's revamped Core Mission experience.
- Collaborated in reimagining FireFall's design and player experience to satisfy expectations and requirements of our Chinese market.
- Lua scripting gameplay encounters, spawning NPCs, tracking player progression, stats, triggering any gameplay elements/scenarios.
- Detailed paper design of combat encounters and 3D level design through to the final polish, as a collaboration with world builders.
- Outlined, maintained and developed "Best Practices" and Documentation for the content design team.
- Assisted PvP team with balance to Jetball maps and PvP zones.
- A key consultant for clear messaging of gameplay mechanics in missions created by the content design team.

[Wildstar](#) (PC MMO) [Carbine Studios](#) February 2013 - October 2014

## Content Design

- Designed and implemented engaging single and multiplayer experiences within the game world.
- Scripted unique player experiences using in-house visual scripting systems.
- Staged in-game scenes and vignettes, and composed screenshot images for tutorial panels.
- Flavored the game world with NPC vignettes, gossip, and staging to support contextual gameplay narrative.
- Provided design support as a member of the "Live Team," addressing post-launch gameplay issues.
- Created engaging instanced gameplay scenarios as part of the "Shiphand Team."
- Wrote narrative vignette dialog, quest, and gossip text for various NPC races.
- Conducted ongoing bug triage and fixing for design content and new content post-launch.
- Created initial gameplay and flavored the game world to showcase Wildstar's character as part of the "Tutorials Team."

[Borderlands 2: Mr. Torque's Campaign of Carnage](#) (PC, Xbox, PS3) [The Workshop](#) May 2012 - July 2012

## Content Design

- Enemy AI Variants: Using Gearbox proprietary "Construct" in Unreal Kismet interface, implemented system for variants of Biker enemies
- Implemented all Motorcycle Variants in "Construct"
- Boss fight balancing: Consulting Design focused on Boss Fight encounters through DLC

[Sorcery](#) (Playstation Move) [The Workshop](#) September 2010 - July 2012

## Level Design

- Unreal Level Design and Kismet scripting from Vertical Slice to final management of development of the demo release
- Design, layout and Kismet for key areas including the NPE, The final level puzzle filled treasure room, and other pell acquisition areas.
- Conceptualized, scripted and implemented prefab prototypes of unique "toys" showcasing spell interaction gameplay
- Prototyped gameplay-critical Matinee sequences and maintained through game's evolution
- Scripted majority of friendly AI ("Erline") sequences supporting game narrative and uniquely triggered events from variants in play style
- Collaborated with Sony Santa Monica Studio's audio team scripting gameplay triggered music score events throughout the game

[Zhu Zhu Pets: Featuring the Wild Bunch](#) (Nintendo Wii) [Black Lantern Studios](#) April - July 2010

## Level Design

- Picked up design following development of the GDD, adapted and maintained Design Documents as the team's Designer
- Designed level maps in Adobe Illustrator to communicate the gameplay across thirty-six levels
- Worked extensively with 3ds Max (as level editor) constructing geometry of gameplay designs for all levels
- Used Max Script integrating featured gameplay mechanics into each level and manipulated Max Script/tools to assist workflow
- Collaborated with Art and Software Leads to adapt and integrate design concepts into a playable and fun game experience
- Adapted design and implementation through each iteration with respect for the Zhu Zhu Pets IP and meeting publisher requirements

## Other Projects

[Play Soldier](#) | Team Unreal Tournament 3 Total Conversion | August - December 2009

### Lead Level Designer

- Managed process and iteration of Level Design and Layout from preproduction and proof-of-concept through beta to final release
- Utilized level streaming to allow developers to work simultaneously in a single vast open world game environment
- Collaborated with Art and Software Leads designing and developing a modular system of destructible world pre-fabs
- Managed a team of four Level Designers in SCRUM Development process
- Maintained Level Design Documentation and managed pipeline between six designers, three software engineers, and seven artists

[The Game Master's Lair](#) | Individual Half-Life 2 Project | June - July 2009

### Level Designer

- Winner at The Guildhall Fall Exhibition '09 as an Outstanding Achievement in Level Design
- Focus on creating a fun gameplay experience unique to Half-Life 2
- Scripted classic game puzzles inspired by "Simon", "Break-out" and "Let's Make a Deal"
- Created and maintained detailed Level Design Documentation

[Seventeen in D-Major](#) | Individual Unreal 3 Experiment | February - March 2009

### Level Designer

- Nominated for The Guildhall Fall Exhibition '09 as an Outstanding Achievement in Level Design, recreating the classic DM17 Quake map as a giant broken guitar
- 3ds Max custom models, Photoshop textures, sound samples and UV Wraps for models. Including tuning dials that go all the way to eleven
- Balanced matinee sequences, moving lights and sounds into a truly fun and immersive rock 'n roll experience

## Professional Profile

### Amalgamated career development from entertainment and technical industry experience

- Early Childhood Educator (Preschool Teacher)
- Senior Client Support Technician, Team Lead
- Certified HP Support Technician, Microsoft Certified Professional (MCP)
- Lighting Technician for Film and Television
- Spokesperson for CASIO electronics
- Child Development and Psychology
- Building trust as mentor or colleague
- Adaptability and Flexibility
- Documentation & Report Analysis

### Film and Television

- Various roles in the production of twelve films as Producer, Director, Editor, Camera, Grip and Lighting
- Member of the Screen Actors Guild (S.A.G.)
- Business partnership offering services to shoot and edit portfolio pieces for actors

### Personal Accomplishments and Achievements

- Winner of The Guildhall Fall Exhibition '09's Outstanding Achievement in Level Design Award
- Leading my 47 2-star wolves across the plains of *Valheim* to solo the final boss.
- Elected by Guildhall graduating class to speak at commencement reception dinner
- I cured villagers of the zombie virus in *Minecraft* survival mode.
- Eagle Scout
- So much *Balatro*
- Karaoke Daredevil
- Silver Apocalypse Trophy *Phasmaphobia*
- 7 Best of Show Awards in 3 public art exhibits and multiple other ribbons for traditional artwork (charcoal pastels, pencil, and pen and ink)
- So many rerolls in *Remnant from the Ashes* and *Remnant 2* collecting weapons and items like Pokémon.
- Sigma Tau Gamma Social Fraternity at Central Michigan University
- %100 in *Batman Arkham Asylum* (Xbox, PS3, and Steam, and Switch)
- Sigma Alpha Iota Honor Student Fraternity member at Central Michigan University
- I slept on a giant roll of pink carpet in the middle of Rodeo Drive. Not only was I not told to leave, I got paid for it.
- So much *Vampire Survivors*
- Raising 2 boys (12 and 14) with my partner