

Skills

Level Design	1st/3rd person, combat, action, adventure layouts, BSP Construction, Static Mesh layouts. whitebox/greybox, optimization, Low-Poly modeling, texturing, unwrapping, dynamic lighting, concept sketches, level streaming
Content Design	Quest structure and flow, New Player Experience, feature branding, consistency in content evolutions, puzzles and secrets.
Design Tools	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, Calligraphy (Proprietary)
Scripting	Unreal (Kismet/Matinee/Script/Blueprints), Lua, TESScript (Oblivion), C#, Hammer, Max Script, XML, proprietary script
Dev Tools	Photoshop, Illustrator, 3ds Max 2009 and 2010, SketchUp 7, TortoiseSVN, Perforce, Google Docs/Sheets/Slides, MS Office/Project
Production/Other	Rapid Development, SCRUM, IssueManager, MantisBT, Jira/Confluence, CA Technologies, , technical/visual documenting, collaborative ownership, mentoring, stakeholder presentation, pipeline management

Education

Guildhall at Southern Methodist University, Plano, TX Certificate in Digital Game Development Specialization in Level Design	December 2009
Columbia College Hollywood, Hollywood, CA Film Production Study	June 1996
Central Michigan University, Mt. Pleasant, MI Broadcast and Cinematic Arts	December 1993

Game Titles

Marvel Heroes (2016 - Omega) (XBox One, PS4, PC MMO)	Gazillion Entertainment	July 2016 - Present
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Senior Design (Game / Level / Content)

- Missions Designed and implemented, preparing Marvel Heroes for console.
- Partnered with a Gameplay Engineer to translate the gameplay experience from PC's mouse/key scheme to console, ensuring it "felt good."
- Designed, developed, and implemented an End P.E. to onboard players into End-Game content.
- Further developed sign-posting that catered to individual player progression trajectories and showcased updated modes of gameplay.
- Rebranded End-Game Legendary Quests into four categories.
- Branded open world dynamic encounters as "Alert Missions" to distinguish from critical path gameplay progression objectives.
- Outlined a consistent experience for "Treasure Room" content to distinguish it from an unexpected/surprising divergent sequence.
- Developed more dynamic use of cameras with Unreal Scripting bolstering gameplay camera sequences.
- Level Designed layout of 'unannounced'. Initiated using Unreal's native features for a cinematic experience previously rare to the game.

FireFall 2.0 (PC MMO)	Red 5 Studios	December 2014 - July 2016
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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 word builders.
- Outlined, maintained and developed "Best Practices" and Documentation for the content design team.
- 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
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Content Design

- Designed and implemented engaging experiences considering single and multiplayer gameplay throughout the game's world.
- Scripted unique player experiences using the in-house visual scripting systems.
- Staged in-game scenes and vignettes and composed screenshot images from them to provide all of the game's tutorial panels.
- Expertly flavored the game's world with NPC vignettes, gossip, and staging to support contextual gameplay narrative.
- Design support as a member of the "Live Team" addressing high visibly post-launch gameplay issues in regards to player community.
- As member of the "Shiphand Team", responsible for creating engaging instanced gameplay scenarios.
- Wrote narrative vignette dialog, quest and gossip text reflecting the many styles of a variety of NPC races.
- Ongoing bug triage and fixing related to all of design content post-launch and new content.
- Member of the "Tutorials Team" creating initial gameplay. Focus on flavoring the game's world to showcase the character of Wildstar.

[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
- Supplemented BSP construction, texturing, lighting and asset placement throughout all Levels as needed

[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
- Integrated custom voice work to fill out the immersive experience
- All BSP construction, texturing, lighting and set decoration through milestone iterations

[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
- Recreated the classic DM17 Quake multiplayer map as a giant broken guitar
- In 3ds Max and Photoshop, created custom models, textures, sound samples of distorted guitar squeal variations and UV Wraps for models. Including guitar pieces, floating stage lights, and 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

[The Leap of Fate](#) | Team Torque X Builder Project | September – December 2008

Game Designer / Lead Level Design

- Managed process and iteration from preproduction and proof-of-concept through beta and final release (team of five)
- Developed story and characters showcasing the game's elderly Superhero in a comic-book world
- Maintained Level and Game Design Documentation
- Maintained and managed SCRUM Development process for a team of Level Designers, Software, and Artists through each milestone
- Evaluated extensive playtesting research through each milestone to continuously improve gameplay experience

Professional Profile

Amalgamated career development from entertainment and technical industry experience

- Senior Client Support Technician, Team Lead
- Certified HP Support Technician, Microsoft Certified Professional (MCP)
- Lighting Technician for Film and Television
- Spokesperson for CASIO electronics

Film and Television

- Integral player in the production of twelve films as Producer, Director, Editor, Camera, Grip and Lighting
- Working actor and member of the Screen Actors Guild (S.A.G.)
- Business partner 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
- Elected by Guildhall graduating class to speak at commencement reception dinner
- Eagle Scout
- Warlock and Guardian (max level) to "The Traveler" (Peter Dinklage told me I'm important once and I believe him. Nolan North confirms.)
- Karaoke Daredevil
- 7 Best of Show Awards in 3 public art exhibits and multiple other ribbons for traditional artwork (charcoal pastels, pencil, and pen and ink)
- Sigma Tau Gamma Social Fraternity at Central Michigan University
- %100 in Batman Arkham Asylum (Xbox, PS3, and Steam)
- Sigma Alpha Iota Honor Student Fraternity member at Central Michigan University