# **Skills & Abilities**

## Design

* Scripting Gameplay Challenges & AI
* Integrating Cinematic Events and Gameplay
* Gameplay/Combat Encounter Design, Environmental Challenges, Overall Mission Flow/Pacing
* Layout Design, BSP Construction, Static Mesh Placement, Blockout, Texturing, Lighting
* Performance Optimization for Console & Mobile
* Environmental Storytelling as Information/Story Source
* Thorough, High-Quality Documentation
* Deconstruction of Goals/Tasks for Deliverables Planning
* Scrum & Agile Development Methodologies

## Tools

##### Engines & Editors:

Unity 4 & 5, Unreal Engine 3 & 4, Hammer, G.E.C.K, TorqueX Builder

##### Languages:

C#, Javascript, Lua, Java

##### Software:

Photoshop, 3D Studio Max, JIRA, Perforce, Subversion, Audacity, InDesign, and Office

# **Experience**

## Southern Methodist University Guildhall, Plano, TX Jan 2015 – Current

##### Adjunct Lecturer

* Develop and implement courses for graduate level game development students pursuing specializations in Art Creation, Level Design, Production, and Software Development
* Thesis Graduate Committee Level Design Representative
* Classes Taught: Game Studies I, II, & III; Master’s Thesis I; & Team Game Production I

##### *Adult Literacy X-Prize Project*: Game designer

* Developing mobile and web game to teach low-level literacy skills to illiterate adults
* Develop and implement game ideas grounded in pedagogically sound educational practices

##### Producer

* Lead publishing team to port and release a student game project on the PlayStation Network
* Serve as executive producer for 3 student games using Unity and developed for Android tablets
* Unify SMU Guildhall presence on YouTube via video curation, playlist integration, & content management

##### Academy Director

* Wrote and edited C# gameplay, UX/UI, & game management scripts for 2D games in Unity
* Designed and implemented curriculum for two 2-week game development camps for teens
* Hired and managed teaching assistant staff

##### *My Choice, My Voice VR Sim*: Producer & Scripter

* Led completion of 3D VR simulation experience in Unity for the Oculus Rift
* Implemented functionality for "puppeteer" driven animation system using in-engine blending

##### *Inua*: Level Designer & Scripter (Contract)

* Designed and scripted gameplay for a first-person, environmental/elemental puzzle game using Unreal 4
* Provided guidance to a team of 12 interdisciplinary student developers

##### Gameplay Scripter/Engineer & Teaching Assistant Jun 2013 – Sep 2013

* Implemented core gameplay systems and mechanics into a custom, lua-based 2D engine (GuildEd)
* Facilitated a two-week game development camp for teenagers using GuildEd

##### Designer|Producer|FX Artist (student) Aug 2009 – Dec 2010

* Developed and released 2011 Indie Game Challenge Winner *Inertia!* On Xbox 360 Indie Games
* Led development of three increasingly complex student team game projects, including a 2D platformer using the Torque engine, 3D boss battle in Unreal Development Kit, and 2.5D rhythm platformer in UDK

## Clune Crew Games, Dallas, TX Oct 2014 – Nov 2014

##### *Unnanounced First Person Puzzle Project*: Level Designer & Scripter (Contract)

* Scripted puzzle gameplay interactions for UDK update of a classic point & click adventure title
* Integrated new gametypes, player, and kismet-driven HUD system to allow quick designer development
* Created new particle and fluid driven effects systems to add character to environments

## TimeGate Studios, Houston, TX Jan 2011 – Nov 2012

##### *Unnanounced Multiplayer Console Shooter*: Level Designer

* Developed, blocked out, and scripted demonstration gameplay for in-engine external game pitches
* Integrated animation and environment art assets for in-engine cinematics
* Prototyped gameplay systems for a class-based, third-person multiplayer shooter

##### *BioShock Infinite*, Irrational Games, Quincy, MA: Level Designer (Contract)

* Developed engaging combat sequences making use of all player abilities throughout Finkton
* Revised large open-ended combat scenarios to provide a sense of direction and purpose
* Integrated combat and player driven gameplay with in-game scripted events and cinematics

##### *Aliens: Colonial Marines*: Level Designer

* Primary level designer for Destination: PlayStation/PAX East 2012 Campaign demo (Mission 01: Distress)
* Designed and scripted “Mission 03: Sulaco Falls” from initial concept through beta
* Developed level blockout and scripting for the original version of “Mission 10: Derelict Reclaimed”
* Awarded Employee of the Month for early campaign map blockout and gameplay scripting (Mission 03)

# **Other Experience**

## McReynolds Middle School/Teach for America, Houston, TX Aug 2007 – Aug 2009

##### Teacher, 6th Grade English/Language Arts

* Led students to a 97% passing rate on the Spring 2008 and Spring 2009 6th Grade Reading TAKS
* Instructed faculty in implementing classes in the Study Island computer game study program

# **Education**

## Master of Interactive Technology, specialization in Level Design Grad: Dec 2010

Southern Methodist University Guildhall, Plano, TX

Thesis: *Developing Player Attachment to Artificial Intelligence Companion Characters*