

Ewing, NJ

Profile

Dedicated and creative game designer studying at Champlain College. Experienced with collaborative and solo development in Unity and Unreal 4. Passionate about solving complex design problems, creating engaging experiences, and making games the best quality they can be.

Skills & Experience

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| <ul style="list-style-type: none">• Design• Systems• Technical Design• UI/UX• Level Design• QA Testing | <ul style="list-style-type: none">• Production• Collaborative Development• Team Communication• Agile / Scrum• Documentation• Remote Work | <ul style="list-style-type: none">• Technology• Unity• Unreal Engine 3 & 4• Source Engine• C# and Javascript• Adobe PS & Illustrator |
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Project Experience

Ultimatum

Designer – Solo Project

Date: Spring 2020

Engine: Physical, Unity 2D

A one-on-one draft card game about an arms race between two nations. Sole developer.

Monolithic

Lead & Systems Designer - 13 Person Team

Date: Spring 2020

Engine: Unity 3D

A head-to-head real-time strategy game where you control 3 gods warring across history – raising empires, gathering followers, and smiting opponents. Served as systems, UX, and UI designer, as well as QA liaison .

Gaze of the Abyss

Designer - 10 Person Team

Date: Spring 2019

Engine: Unity 3D

An undersea, cooperative horror-adventure where control of the camera and player avatar are split between two players. Level and environment designer, as well as original designer of game systems.

Additional Work Experience

The Bridge Academy of New Jersey, Lawrenceville, NJ

I.T. Assistant

May 2017- August 2019

- Performed repairs, updates, and part replacements on school computers
- Inventoried computer equipment, managed server accounts & created backups for student laptops

Education

Champlain College, Burlington, VT

Bachelor's Degree in Game Design

Graduated May 2020

- 3.6 GPA
- Dean's List, 2016 - 2020