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Objective: To acquire employment as a game designer.

Summary

- Industry tool experience with the Unreal Editor, FMOD, Photoshop, Perforce, Visio, Excel, MS Word, 3DsMax, Sketch Up, Unity
- Proprietary tool experience with level design tool, character design tool, particle effects tool, localization tool, UI design tool
- Lead Game Design experience on four projects
- Creation of game systems & mechanics
- Gameplay Pitch creation experience
- Storyline and VO audio dialogue creation experience
- Level Design with concentration in mechanics based layouts

Independent Design Contractor

Level Design

Drumskulls, Oct 10- current

- Level Design for rail based shooter
- Designed level, combat events, and games first boss battle

Pipeworks Software

Lead Design

UDraw Studio, May 10-Aug 10

- Lead design on THQ IP for the Wii
- Designed all game features from tutorial script to UI design.

Character Gameplay Design

Deadliest Warrior, Apr 10-May 10

- Design for 3D fighting game for XBLA and PSN
- Balanced and tuned fighting mechanics for 8 warriors

Lead Design

Unannounced Game, Dec 09-Apr 10

- Lead design on unannounced PC adventure game, project canceled
- Created level design, implemented gameplay and maintained game design documentation

Lead Design

Unannounced Game, Mar 09-Dec 09

- Lead design on unannounced IP for the Wii, project canceled

- Created and maintained design vision and documentation

Level Design and Character Gameplay Design

Night at the Museum: Battle of the Smithsonian, July 08-Mar 09

- Designed and implemented level design
- Worked extensively with proprietary level editing tool to populate gameplay for all levels
- Puzzle gameplay creation for 3D action adventure gameplay in several levels
- Worked with proprietary character editor system to set up playable characters

Lead Design

Merv Griffin's Crosswords, Jan 08-June 08

Conversion of television show gameplay to Wii and XBLA format

- Created interface design and design documentation
- Created single and multiplayer gameplay modes not found in original television show

Character Gameplay Design

Godzilla Unleashed, Jan 07- October 07

- Tuned and balanced monster fighting system for 26 unique characters
- Created and maintained sound effects assets and visual effects assets

Education

Diploma of Game Design Vancouver Film School, Vancouver BC, Oct 05- Oct06

- Graduated at top of the class with Best Game award and Best Game Concept award for the Game Design 04 class

Bachelor of Arts in Theater University of Nevada, Sep 00- June 05

- Graduated with 3.9 GPA