

Objective

Apply my passion for games and experience across 3+ years of projects to deliver engaging games that players will remember.

Experience

Game Designer • Filament Games

January 2020 - Present

Game Design Intern • Age of Learning

June 2019 – September 2019

- Designed non-digital activities to supplement different games in the award-winning *Mastering Math*.
- Used Unity/C# to rapidly prototype features for mobile games leading into playtests.
- Maintained documentation for different mobile game features as iterations were made.

Game Designer • Games for Entertainment and Learning Lab

May 2018 – May 2019

- **Lead & Systems Designer – *Island Saver*** (iOS & Android, Shipped May 2019)
 - Led development on endless runner incorporating the importance of saving and other financial literacy elements into its economy.
 - Collaborated across roles to ensure milestones were met over year-long development.
 - Programmed and balanced underlying systems which enhance game's economy.
- **Lead Developer - *H₂O-NO*** (HTC Vive, 2018)
 - Developed virtual reality experience where players scramble to stop a sinking ship, showcased by Michigan State at various events such as the Traverse City Film Festival.

Game Designer/Programmer • Student Projects

- **Lead Designer – *Ribberto's Rolling Adventure*** (PC & Mac, 2019)
 - Led development on open-world exploration game for an industry partner at Insomniac Games.
 - Guided design of game's levels and core features that engaged players.
- **Level & Technical Designer - *The Robot Split in Time*** (PC & Mac, 2018 - 2019)
 - Cooperative puzzle platformer showcased to players at the Intel University Games Expo at GDC 2019.
 - Designed engaging levels utilizing mechanics for both players in a progressing mix of puzzles.

Education

Michigan State University

Graduated May 2019

- **Bachelor of Arts** - Media and Information
- **Minor** - Game Design and Development - Ranked #7 Undergrad Game Design Program by *Princeton Review*

Skills

Game Design

- Technical design, scripting, and balancing
- Rapid prototyping and iteration
- Level design and creating blockouts

Programming

- (Experienced) C#
- (Moderate) C++, JavaScript, Python, Lua

Software

- Unity (3+ years)
- Visual Studio, XCode
- JIRA and bug tracking tools
- Adobe Photoshop
- Microsoft Office and Google Docs
- Confluence, Slack