**Experience**

***New World: Aeternum*** *&* ***Crucible***

*3D massively-multiplayer competitive online games built in Lumberyard.*

*🡺 Amazon Game Studios* **Lead World** **Designer** *Mar 2020 – Present*

* NEW WORLD: AETERNUM (2024): Design Lead for FTUE tutorial and Soul Trials game mode
* NEW WORLD (2023): Lead Zone Designer: Elysian Wilds
* NEW WORLD (2022): Lead Zone Designer: Brimstone Sands
* NEW WORLD (2021): Design Lead for Elite Strongholds which includes over 30 unique level designs
* CRUCIBLE (2020): Lead Level Designer on hero shooter project; shipped an overhaul of Main Game Mode

***Fallout 76*** *&* ***Fallout 76: Wastelanders***

*3D multiplayer, survival, roleplaying game and expansion in Creation Kit.*

*🡺 Bethesda Game Studios* **Designer** *Oct 2017 – Feb 2020*

* Shipped multiple heavy traffic locations including the first branch of the Main Quest and the largest city in the game
* Wrote dozens of dialogue scenes and stories which continue to receive high praise and accolades
* Designed and prototyped new gameplay systems within two weeks of initial hire date

***World of Tanks Modern Armor***

*3D multiplayer, action-combat title, built in a custom engine.*

*🡺 Wargaming Seattle* **Level** **Designer** *May 2014 – Oct 2017*

* Concepted, built, playtested, tuned, and iterated 3D multiplayer levels from layout to final art
* Created and owned the designs and prototypes of multiple major environmental systems
* Daily problem-solver, systems designer, interdepartmental collaborator, level design team liaison, and gameplay ideator

**Skills**

**Level Design.** Whiteboxing, layout, flow planning, playtesting & feedback, multiplayer balancing, environmental storytelling, landmarking, optimization, tutorials, terrain, 2D/3D geo prototyping, AI encounters & navmaps, gameplay scripting, lighting, sound, prop detail, splines, cameras, cutscenes, multi-genre disciplined, modding experience

**Game Design.** Rapid prototyping (digital/paper), UX, systems, content, concepting, research, balancing, puzzles, usability, metrics & BI

**Writing.** Creative writing, character design, narrative design, worldbuilding, dialogue, technical documentation, design intent & spec writing, bug reporting

**Teams.** Multidisciplinary communication, collaboration, brainstorming, strike teams, pitches & ideation, tool usability & debugging, Agile/SCRUM

**Technical Proficiencies**

**Languages.** Python, C#, MEL, Papyrus, Pascal, Lua, ActionScript 3.0, JavaScript, Unreal Kismet, XML, C++

**Engines & Editors.** Unity, UDK, Creation Kit, Source, Zero, Lumberyard, Adobe Flash/FlashDevelop

**Art Tools.** Autodesk Maya, Autodesk 3DS Max, Google SketchUp, Adobe Flash, Adobe Photoshop, Adobe Premiere, Audacity, Goldwave, EarthSculptor, World Machine

**Project Management.** Perforce, TortoiseSVN, TortoiseHg, JIRA, MS Office Suite, MS OneNote, MS Visio, Confluence

**Third Party.** Havok, Umbra, SpeedTree, Wwise

**Education**

**DigiPen Institute of Technology**

*Bachelor of Arts in Game Design* (2014)

*English Minor*

*Dean’s List* (Fall ‘12, Spring ‘13, Fall ‘13)

**Activities & Societies**

*Level Design Lab* (Founder)

*Game Design Club* (Member)

*Playtesting Club* (Membe****r)