

## GAMEPLAY DESIGNER

### SKILLS AND TOOLS

- Unreal Engine 4/Unity
- Unreal Blueprints
- C# Scripting
- Weapon Design
- Character Progression
- Design Documentation
- System Balancing
- Encounter Design
- Enemy Design

### EXPERIENCE

#### Unexpected Accessories, Gameplay Designer

Jun 2024 - Aug 2025

- Created 40+ design documents for central level mechanics, AI behavioral states, and experimental game modes.
- Standardized design documentation language and template to maintain consistency and streamline communication.

#### PROJECTS

##### EOPRISM

- Designed “number first” level mechanics.
- Worked closely with level design to create engaging puzzles.
- Regularly provided feedback on level layout, centering player experience.

#### ACCOLADES

- *MAGFEST 2025 Showcase*
- *Fully funded on Kickstarter*

#### Rubys shark, Combat Designer

Jun 2021 - Jan 2024

- Collaborated with artists and sound design to bring weapons to life.
- Created 20+ design documents, flowcharts, and illustrations to clearly communicate weapon design intention internally.
- Advocated for the player experience in design meetings

#### PROJECTS

##### Mantra

- Lead design on the “The Cricket” enemy type, resulting in a more engaging combat experience.
- Balanced and tuned the 5+ weapon sandbox as well as various enemies.
- Rapidly iterated and balanced combat based on internal feedback.

#### Toasted Entertainment, Technical Designer

Jun 2020 - Jan 2022

- Scripted core multiplayer systems and gameplay mechanics with an emphasis on social game design in C#.
- Implemented and designed asymmetrical networked multiplayer.

### PROFESSIONAL

#### Game Developer Conference, Conference Associate

2019, 2022 - 2026

### EDUCATION

#### Saddleback Community College

Associate of Science in Computer Science

2023 - 2026 (Expected)

#### Columbia College Chicago

Coursework in Game Design

2019 - 2020