

GAMEPLAY DESIGNER

SKILLS AND TOOLS

- Unreal Engine 4/ Unity
- Visual Scripting
- C#
- Combat Design
- Sandbox Design
- Encounter Design
- Enemy Design
- Mechanic Prototyping
- Maya

PROJECTS

Gameplay Designer

Unexpected Accessories | Godot | Action

Jun 2024 - Present

- Designed experimental level mechanics and challenge modes for an educational math action game.
- Designed “number first” mechanics that explore what is possible with games featuring arithmetic

Combat Designer

Rubysark | Unreal Engine 4 | FPS

April 2021 - Jan 2024

- Contributed to the combat design of a Doom-inspired movement shooter, working on a 30+ person team
- Found the fun by rapidly iterating weapons and enemies
- Encouraged players to keep moving by crafting a swift, close-range enemy
- Created engaging combat by balancing and tuning the 5 weapon sandbox

Technical Designer

Toasted Entertainment | Unity | Asymmetric FPS

Jan 2020 - Jan 2022

- Developed a networked multiplayer game with a team of 3 people
- Implemented asymmetrical networked multiplayer
- Programmed core multiplayer systems and gameplay mechanics with an emphasis on social/party game design in C#
- Designed and implemented central "possession" mechanic

PROFESSIONAL

Conference Associate

Game Developer Conference | Event

2019, 2022, 2023

EDUCATION

Saddleback Community College

Associate of Science in Computer Science

2023 - 2025 (Expected)

Columbia College Chicago

Coursework in Game Design

2019 - 2020