

## GAMEPLAY DESIGNER

### SKILLS AND TOOLS

- Unreal Engine 4/ Unity
- Unreal Blueprints
- C#
- Combat Design
- Sandbox Design
- Enemy Design
- Mechanic Prototyping
- Maya
- Photoshop

### PROJECTS

#### Combat Designer

Rubyspark | Unreal Engine 4 | FPS

April 2021 - Present

- Developed my combat design abilities by working on a 30+ person team to create a Doom-inspired movement shooter
- 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
- Encouraged critical analysis in combat engagements

#### Technical Designer

Toasted Entertainment | Unity | Asymmetric FPS

Jan 2020 - Jan 2022

- Improved my C# literacy by developing 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
- Designed and implemented central "possession" mechanic

### PROFESSIONAL

#### Conference Associate

Game Developer Conference | Event

2019, 2022, 2023

### EDUCATION

#### Columbia College Chicago

Bachelors in Game Design | Event

2019 - 2020