

Design Experience

Bloodseeker Revamped (Code, Blueprints, Design): Unreal 5 Action Adventure project *Oct 2023*

- Blocked out the tutorial level to teach the player traversal, combat, and puzzles.
- Designed and documented the macro level flow and progression.
- Crafted combat spaces to provide the player with tactical options.
- Implemented player and enemy mechanics.

CGMA Level Design course (Blueprints, Design): Unreal 5 weekly projects *Jun 2023 – Sept 2023*

- Designed a linear third person adventure level featuring stealth mechanics and an environmental puzzle.
- Developed a collectathon which used a flight ability to gate the player's horizontal and vertical exploration.
- Implemented player mechanics that focus on making traversal and exploration engaging.

Ballistic Bots (Code, Design): Unreal 5 online multiplayer FPS project *Sept 2022 – Dec 2023*

- Designed a multiplayer map where different locations showcased the functionality of the weapon sandbox.
- Built an Unreal 5 plugin in C++ to manage the multiplayer functionality framework which can be reused for future multiplayer projects.
- Developed a lag compensation system which uses server-side rewind to minimize frustration due to latency.
- Ensured the server authority over the game state and implemented a cheat prevention system.

Bloodseeker (Code, Design): Metroidvania Month Game Jam *Jun 2019*

- Planned a nonlinear progression path in a sprawling, interconnected world.
- Maintained scope and curated design to ensure project completion by a strict deadline.
- Implemented a mapping system, save system, and achievements.
- Designed a variety of enemy and boss encounters that kept combat feeling fresh even after hours of play.
- Achieved 1st place in the game jam, scoring 5/5 in gameplay and 4/5 in audio, engagement, and graphics.

Work Experience

K-L Mfg Co: Machine Operator for sporting apparel manufacturing *Apr 2021 – Present*

- Operate a class 4 eurolaser and 3 additional cutting machines to create sport team uniforms.
- Balance efficiency and attention to detail to ensure that production stays ahead of schedule.

Escape Entertainment: Game Master *Apr 2018 – Apr 2021*

- Curated a fun escape room experience for customers and was rewarded for receiving the most 5-star reviews.
- Play tested and provided feedback to the escape room designers to improve the puzzle design before launch.

Tools

- Unreal
- Unity
- C++
- C#

Skills

- Systems Design
- Level Design
- Documentation
- Prototyping

Certifications

- GDC: Engagement Design
- CGMA: Level Design