

## Professional Experience

### Level Designer | RubyShark

Mar 2025 – Present

- Responsibilities include designing and implementing levels focused on engaging traversal, combat, and puzzles.
- Working with a multidisciplinary team and collaborated on the level design vision.

### Contract Level Designer | Abstract Software

May – July 2024

- Designed a level for an unannounced indie game pitch demo.
- Created level documentation and planned the level structure to emphasize the game's unique selling points.
- Focused on creating a variety of engaging combat and exploration sequences.
- Collaborated with a small, experienced team of AAA developers with various disciplines.

## Personal Experience

### Bloodseeker | UE5 Action-Adventure Project

Oct 2023 – Present

- Designed the level to introduce core gameplay mechanics and create variety through the distribution of encounters.
- Utilized C++ and visual scripting to develop the player mechanics, enemy AI, and dynamic level elements.

### CGMA | Level Design Course

Jun 2023 – Sept 2023

- Developed 10 weekly level design projects, each focusing on different level design fundamentals.
- Used Blueprints visual scripting to implement gameplay mechanics and level events.
- Designed levels various genres including Action-Adventure, Platformer, Open World RPG, Stealth, and Horror.

### Ballistic Bots | UE5 online multiplayer FPS project

Sept 2022 – Dec 2023

- Built a multiplayer map for an online competitive arena shooter with an emphasis on balance through level design.
- Programmed a plugin to manage the multiplayer functionality framework for reuse on future multiplayer projects.
- Developed a lag compensation system which handles server-side rewind to minimize frustration due to latency.

### Game Jams | GameMaker, Unity, and UE5 Projects

Aug 2017 – Dec 2025

- Participated in 9 game jams as a Game Designer or Level Designer to improve my rapid prototyping skillset.
- Developed games in the Metroidvania, Fighting, Platformer, Puzzle, Arena Shooter, and Horror genres.
- Half of my game jams have placed in the top 10% of submissions, with one achieving 1<sup>st</sup> place.

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## Skills

Blockouts

Documentation

Flow & Pacing

Visual Scripting

Level Layout

Prototyping

Composition

Mechanics

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## Tools

