

SKILLS

Game Engines:

Unreal 4 | Unity | Source | UDK | Torque | G.E.C.K | Gears Editor | Construct 2

Other Skills:

Feature Design | Microsoft Excel | Adobe Photoshop | 3DS Studio Max | Javascript

GAME EXPERIENCE

Game of War

Machine Zone

10 Months

Game Designer

In-House Tools

- Created new gear, power ups, and monsters for weekly player consumption
- Evaluated game economy and inflation through spreadsheets
- Designed One Click Crafting, a feature that greatly boosted player retention and revenue

Spider-man: Unlimited

Gameloft

8 Months

Game Designer

In-House Tools

- Lead Event Coordinator to produce new daily content and prizes for players
- Designed the UI/UX for Alliances, SMU's first team based feature
- Rebalanced item drop tables to increase player revenue

Match Play & Match Game Night

Match.com

27 Months

Game Designer

HTML 5 & Flash

- Mapped UI and UX for both asynchronous and synchronous game lobbies
- Visualized and produced games for social situations

Love Me

Independent Project

4 Months

Level Designer

Unreal Development Kit

- Collaborated with artists and programmers on a four-level, original puzzle-platform game
- Constructed levels in 2D and 3D environments using the Unreal engine

Outbreak

Independent Project

19 Months

Level Designer

Source

- Designed, documented, and built full cooperative level in *Alien Swarm*
- Conceived unique lighting mechanics and physics interactions through Source scripting

JOB EXPERIENCE

Business Analyst – *Salesforce*

December 2016 – July 2017

- Processed worksheet data to analyze yearly employee quotas leading to accurate yearly quota projection

Game Designer – *Machine Zone*

September 2015 – June 2016

- Fabricated new in-game items content for live and unreleased titles in development
- Redesigned PvE creation spreadsheet tools for faster implementation of new content
- Worked collaboratively with Design Leads, Designers, and cross functional teams to execute new features

Game Designer – *Gameloft*

January 2015 – July 2015

- Developed and prototyped User Interfaces to promote monetization while being player friendly
- Balanced Gacha System (random rewards) and new daily event rewards to incentivize player spending
- Managed and released daily in-game events including levels, objectives, and rewards

Associate Game Designer – *Match.com*

June 2012 – April 2014

- Constructed and tested games in Flash for Match.com's *Game Night* and *Match Play* icebreaker events
- Administered games played by over eleven thousand Match.com members

EDUCATION

SMU Guildhall, Plano, TX

December 2011

Master of Interactive Technology, Specialization in Level Design

Rensselaer Polytechnic Institute of Technology, Troy, NY

May 2009

Bachelor of Science in Game and Simulation Arts and Sciences

Bachelor of Science in Psychology