

Skills & Software	Professional Work
ENGINES <ul style="list-style-type: none"> Unreal Engine 5 Unreal Engine 4 Azoth Engine Creation Kit (Fallout 4) Unity 5 Lumberyard Programs <ul style="list-style-type: none"> 3ds Max Maya Perforce Adobe Photoshop Jira Slack Office Suite Inkscape Industry Practices <ul style="list-style-type: none"> Agile Development Scrum Practices Perforce Jira Task Tracking Cross Discipline Collaboration General Design <ul style="list-style-type: none"> Iterative Design BSP/White Boxing Level Layout and Flow Level Gameplay Scene Composition Single Player Design Multiplayer Design Rapid Prototyping PC Development World Building Level Lighting Mobile Development Scripting Languages <ul style="list-style-type: none"> Blueprint Lua Papyrus 	<div> <div> <i>New World Aeternum</i> – WEX Designer (2023 – 2024) </div> <div> PC, Xbox Series, PS5 Lost Boys Interactive Shipped <ul style="list-style-type: none"> Designed paper maps for PVP/PVE combined areas Oversaw the implementation of the paper maps by the Art team Designed the layout of enemy and loot placements and implemented the design in engine Designed gimmicks using existing tech to enhance playability of the POIs Onboarded and trained all members of the world experience team </div> </div> <div> <div> <i>New World: Rise of the Angry Earth</i> – Assoc. WEX Designer (2022 – 2023) </div> <div> PC Lost Boys Interactive Shipped <ul style="list-style-type: none"> Designed overhauled and brand new POIs in an existing area of the game Designed POIs to showcase new Enemy AI types Worked with art to ensure the vision was aligned Trained new designers on the engine and best practices </div> </div> <div> <div> <i>New World</i> – Junior World Experience Designer (2021 – 2022) </div> <div> PC Lost Boys Interactive Shipped <ul style="list-style-type: none"> Re-designed a POI to showcase a new AI type Designed and built out a brand-new POI in an existing area following player feedback </div> </div> <div> <div> <i>Call of Duty: Black Ops Cold War</i> – QA 8 months (2021) </div> <div> PC, Xbox, PS Activision Publishing <ul style="list-style-type: none"> Using my knowledge of game design, I searched for issues Utilizing Jira, I made detail reports regarding found issues </div> </div>
	Student Projects
	<div> <div> <i>La Rana</i>– Level Designer/ World Builder (200 hours) </div> <div> 2018 PC, Unreal Engine 4.17 13 developers Shipped on Steam <ul style="list-style-type: none"> Designed puzzles and playable areas using strict metrics and constraints Built the foundation of the game to support gameplay and increasing thematic atmosphere Merged two critical sections of gameplay and kept the critical player flow to lessen the art teams' backlog during the alpha sprint </div> </div> <div> <div> <i>Interstellar Racing League</i>– Level Designer (180 hours) </div> <div> 2018 PC, Unreal Engine 4.17 60 developers <ul style="list-style-type: none"> Built a track that supports the core gameplay while being constrained to a map with one lap Prototyped loops and banked driving surfaces to showcase the sci fi setting White boxed and demonstrated new styles of track to the team with split tracks Utilized scrum and agile practices to maintain schedules and quality of the game </div> </div> <div> <div> <i>Astromine 0317</i> (145 hours) 2019 </div> <div> Multiplayer, Deathmatch map, <i>Unreal Tournament</i> Unreal Tournament Editor <ul style="list-style-type: none"> Designed around multiple low gravity arenas to encourage vertical gameplay moments Utilized Unreal Visual Script for screens that allow players to gain positional intel on opponents Built custom scripts to create an airlock with a rare weapon inside to encourage player flow </div> </div>
	Education
	<ul style="list-style-type: none"> SMU Guildhall – <i>Professional Certificate in Game Development</i> – May 2019 – Plano, TX Texas A&M – <i>BA in History + English minor</i> – December 2013 - College Station, Tx

