

## Skills

*Level Design:* World Building, Block-out, Environment Design, Terrain Editing, Lighting, Set Dressing, Narrative, AI Encounters, Pacing, Ambience, Iteration, Low/High Poly Meshes, Cinematography.

*Applications:* Unreal Engine 4, Blueprints, C, Unity3D, Microsoft Office Suite, Autodesk Maya, Adobe Photoshop, Adobe Premiere, 3D Coat, Audacity, FL Studio, Perforce, Git.

*General:* Team Communication, Project Management, Visual Storytelling, Design Integration, Game Design Documentation, Multi-tasking, Problem Solving, Scrum Mastering.

## Relevant Projects

### Pastry Panzer Panic

August 2017 - current

*Student Video Game* | University of Central Florida

- Level designer in a team of twenty to develop a singleplayer four level 3rd person tank warfare game.
- Designed level flow in support of overall game design, blocked-out levels, and set dressed assets.
- Iterated levels using qualitative testing and player feedback throughout block-out phase.
- Worked in tandem with technical designers to create and balance gameplay and objective scenarios.
- Modeled, UV, textured, optimized, and implemented architectural 3D models to fit the scenery of various levels.

### Now Museum, Now You Don't

August 2015 - December 2015

*Student Video Game* | University of Central Florida

- Design lead and level designer within a team of nine to develop a three level stealth/action game.
- Scheduled and monitored scrum meetings, updated work logs, and maintained design scope.
- Collectively worked with design team to draft level blueprints and implement them into Unreal 4.
- Collaborated with technical designers to create AI pathing and script narrative events.

## Work Experience

### e2i: Creative Studios

August 2016 - December 2016

*Design Intern* | Orlando, FL

- Utilized agile development methods for a client based project built for MREAL using Unity3D.
- Designed levels and gameplay around research findings pertaining to exercises used by stroke patients.
- Created and implemented accurate exercise animations based off of research findings.
- Maintained project documentation.

### Alliance Communications

July 2015 - May 2016

*IT Admin* | Orlando, FL

- Senior programmer that iteratively developed phone operator scripts for client based projects.
- Supervised programming team to ensure operator scripts were fitting business standards and client needs.
- Maintained all office hardware, software and email storage.
- Troubleshooted and collaborated with colleagues to repair computer and server related problems.

## Education

University of Central Florida  
BA in Digital Media - Game Design  
2013 – 2017