



## Key Skills and Tools

- Designed and programmed over a dozen projects in **Unity** and **Unreal**
- PC, VR, and mobile platform experience across multiple game genres
- Exceptional at **documentation**, **presentations**, and teamwork/leadership
- **Certified Scrum Master** with 5 years of agile development experience
- Highly proficient with C++ and scripting in C# and Blueprints
- Experienced with Perforce, Jira, and Confluence



## Industry Experience

### Wicked Realm Games | Remote

March 2021 – Present

#### *Game Designer (Contract) – Unannounced Project*

- Collaborated with team to design core feature set
- Implemented systems/mechanics for rapid prototyping
- Created an authentic experience under licensor/publisher constraints

### Savepoint Games | Remote

November 2020 – February 2021

#### *Game Designer (Contract) – Fusion Wilds*

- Redesigned progression system to fit in line with product vision
- Owned and aided in implementing new features and tools
- Authored and balanced character, mission, and economy data

### Disruptor Beam | Framingham, MA

May - August 2019

#### *Design Intern – Archer: Danger Phone, Unannounced CCRPG*

- Improved team efficiency by creating playtesting tools and scripts
- Designed and balanced features targeting specific behavior metrics
- Created and balanced 30+ characters/ encounters

## Game Production Projects

### Box Voyage

January – June 2020

#### *Systems/Technical Designer; Team of 13; Unity*

- **Adventure game** where players explore a corporate vacation-in-a-box
- Released on **Steam** and **Itch** on June 1<sup>st</sup>, 2020

### Showstopper

September – November 2019

#### *Product Owner, Lead Designer, Programmer; Team of 5; Unreal*

- **Party fighting game** where actors attempt to gain the crowd's favor by dying on their enemy's weapon

## Related Ventures

### Game Majors Leadership Group - Founder

- Founded and led the group for two years
- Organized events including dev talks and multiple game jams
- Enabled community engagement amongst the 200+ game development students

## Education

Champlain College | Burlington, VT

May 2020

#### *Bachelor of Science Degree in Game Design* with a minor in *Game Programming*

- Graduated Summa Cum Laude