



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
- Familiar with 3D modeling software such as Maya



Industry Experience

Savepoint Games | Remote

Game Designer – Fusion Wilds

November 2020 - Present

- Overhauled 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

Design Intern – Archer: Danger Phone, Unannounced CCRPG

May - August 2019

- 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

Systems/Technical Designer; Team of 13; Unity

January – June 2020

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

Showstopper

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

September – November 2019

- **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 since its creation for two years
- Organized events including dev talks and multiple game jams
- Enabled community engagement amongst the 200+ game development students

Global Game Jam - Organizer

- Organized and ran the only Vermont site in 2019 and 2020

Education

Champlain College | Burlington, VT

Bachelor of Science Degree in Game Design

May 2020

with a minor in *Game Programming*

- Graduated Summa Cum Laude
- Studied under current industry professionals abroad in Montreal in Fall 2018