



## Key Skills and Tools

- PC, VR, and mobile platform experience across multiple game genres
- **Certified Scrum Master** with 7 years of agile development experience
- Exceptional at documentation, presentations, and teamwork/leadership
- 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 – Unannounced 2023 Project

- Designed core feature set and balanced gameplay systems and economy
- Implemented systems/mechanics for rapid prototyping
- Authored documentation and mockups for team and external parties
- Maintained an authentic IP experience under licensor/publisher constraints
- Collaborated with and managed external developers

#### Game Designer – *Star Trek: Timelines*

- Designed and authored character content for live release
- Aided in the design and development of a new live feature

### 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

## Education

Champlain College | Burlington, VT

May 2020

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

- Graduated Summa Cum Laude