



## SKILLS

### Game & Level Design (6-7 Years):

- > Design Documentation
- > Level Design
- > Data Driven Design
- > LiveOps
- > Combat Design + Balancing
- > Economy Design + Balancing
- > Gameplay Mechanics
- > Storyboarding
- > Game Writing
- > User Experiences
- > Game Progression
- > VR Design

### Engines

- > Unreal (5 Years)
- > Unity (4 Years)
- > Excel Data (5 years)
- > Twine (2 Years)

### Scripting:

Blueprint	C#
Lua	Java (Unity)

### Documentation:

- > Microsoft Office
- > G-Suite
- > Jira/Confluence
- > Slack
- > Tableau

### Art/Modeling:

- > Photoshop/Illustrator/GIMP (5-6 Years)
- > Maya/Blender (5 Years)

### Tracking Software:

- > OptiTrack Motive
- > Leap Motion

### Version Control:

- > Perforce
- > GitHub

### Quality Assurance:

- > Tested and debugged games from development through live service.
- > Documented issues into a test database.
- > Proficiency in bug reporting format, executing release, and sign-off criteria.
- > LBVR game testing, analyzing both digital and physical gameplay elements.

## OBJECTIVE

Passionate about crafting engaging player experiences through innovative game, level, and narrative design. Seeking a role at a creative, collaborative studio that values storytelling, player immersion, and design excellence, where I can contribute my expertise and continue to grow as a designer.

## EMPLOYMENT

### Machine Zone (Applovin) | Game Designer (11/2019-01/2025) - <https://www.mz.com/#1>

- Oversee game combat design and balancing for live-service games.
- Design, spec, and improve content, systems, game events, and features.
- Review and train designers on combat balancing, content creation, and feature development.
- Analyze game data, adjust balancing, fix bugs, and develop LiveOps strategies.
- Extremely fast-paced environment requiring adaptability and quick problem-solving.

### Epoch Games | Lead Level Designer (06/2019 - 03/2020) | Level Designer (11/2018 - 06/2019) - <http://epochgames.co.uk/>

- Oversaw, designed and implemented game levels, placing assets and structuring environments.
- Developed documentation for game mechanics, world-building, and level design.
- Led level design meetings, reviewed applicants, and assigned tasks to team members.
- Collaborated with designers and developers to find creative solutions to game challenges.

### Nomadic VR | Junior Game Designer/Producer & QA Tester (07-11/2018) - [www.blurtheline.com/](http://www.blurtheline.com/)

- Developed creative solutions for in-game and physical space challenges.
- Contributed to new game concepts for location-based VR experiences.
- Tested and debugged game functionality in both digital and physical environments.
- Coordinated across teams to ensure project milestones and quality standards were met.

### Freelance Work | Game Designer (07/2016-11/2019)

- Designed and prototyped game mechanics, levels, and systems for personal projects, collaborations, and contract work.
- Created proof-of-concept prototypes to demonstrate gameplay and mechanics.
- Developed and modded game content, integrating assets and scripting for functionality.

## STUDIO RELEASES

- Reign of Vampires (Mobile, Full Development + Live Service) (MZ)
- Final Fantasy XV: War for Eos (Mobile, Full Development + Live Service) (MZ)
- Final Fantasy XV: A New Empire (Mobile, Live Service) (MZ)
- Arizona Sunshine: Contagion Z (LBVR, Full Development) (Nomadic)
- Storyworld (Literacy App, Full Development) ([Storyworld International](#))

## PROJECTS

### Last Fate (VR Puzzle Game, Leap Motion Integration) | Game Designer (01-06/2016) - [Last Fate Page](#)

- Designed levels, mechanics, and obstacles, creating supporting documentation.
- Implemented models, animations, and scripts to develop interactive puzzles.
- Collaborated with artists to align aesthetics with the game's overall theme.

### Manifest Dinner (Board Game) | Co-Creator & Designer (08-12/2014) - [Manifest Dinner Page](#)

- Developed game mechanics, board design, and player interactions from concept to completion.
- Designed all physical components, including the board, cards, and player pieces.

### The Marin Renaissance | Co-Founder (2010-Present) - [www.themarinrenaissance.com](http://www.themarinrenaissance.com)

- Developed and managed content, overseeing business operations and site maintenance.
- Produced and promoted three mixtapes showcasing local musicians and culture.
- Engaged social media marketing efforts to grow audience engagement.

## EDUCATION

Academy of Art University. BFA. Game Development: Game Design. May 2016

University of California, Riverside. BA. Philosophy. June 2012