

SKILLS

Game & Level Design (3-4 Years):

- > Design Documentation
- > Level Design
- > Gameplay Mechanics
- > Storyboarding
- > Game Writing
- > 3D Modeling
- > User Experiences
- > Game Progression
- > Oculus VR
- > Data Driven Design
- > LiveOps

Engines

- > Unreal (4 Years)
- > Unity (4 Years)
- > Adobe Flash (1 Year)
- > Construct2 (1 Year)
- > Excel Data (1-2 years)
- > Twine (2 Years)
- > CryEngine (minimal)

Scripting (2-3 Years):

Blueprint	Java (Unity)
C#	ActionScript
Lua	

Documentation:

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

Art/Modeling:

- > Maya (3 Years)
- > Photoshop/Illustrator/GI MP (3-4 Years)
- > Blender (1 Year)
- > ZBrush (1 Year)
- > Quixel Suite
- > CrazyBump

Tracking Software:

- > OptiTrack Motive
- > Leap Motion

Version Control:

- > Perforce
- > GitHub

Music/Audio: 9+ Years:

- > Piano/Musical Theory

Quality Assurance:

- > LBVR Game Testing
- > Documenting issues into a test database
- > Proficiency in bug reporting format, executing release, and sign-off criteria

OBJECTIVE

A creative environment striving for powerful engaging stories/experiences, further my experience and continue to grow as a designer. I am looking for a game/level design position at a game development studio.

EMPLOYMENT

Machine Zone (Applovin)

<https://www.mz.com/#1>

Associate Game Designer Palo Alto, CA

11/2019-Present

- Designing and balancing new and existing content, systems, game events, and features.
- Content creation, reviewing and fixing bugs for a LiveOps game.
- Extremely fast paced environment where being highly adaptable/flexible is necessary

Epoch Games

<http://epochgames.co.uk/>

Lead Level Designer Oakland, CA

06/2019-03/2020

- Designing game levels and placing assets within game space for upcoming game.
- Implementing design, conceptualizing and creating documentation for game mechanics; world building.
- Collaborating with team and finding creative solutions to game problems.
- Holding department meetings; reviewing and assigning work on a weekly basis; reviewing applicants.

Unreal Level Designer

11/2018-06/2019

- Designing levels and specified areas along with placing assets within game space for upcoming game.
- Conceptualizing and creating documentation for game mechanics; world building.
- Collaborating with team and finding creative solutions to game problems.

Nomadic VR (Location Based VR Game: Arizona Sunshine)

www.blurtheline.com/

Junior Game Designer/Producer & QA Tester San Rafael, CA

07-11/2018

- Testing game functionality both in digital and physical space; reporting bugs into Jira.
- Communicating with different teams within Nomadic to make sure the game is on track.
- Developing creative solutions for in-game and physical space problems.
- Developing with new game ideas for LBVR experiences.

Freelance Work

Game Designer Oakland, CA

07/2016-11/2019

- Working on personal projects, collaborative projects, and short term contracts.
- Designing levels from concept into engine, and modding existing games.
- Creating game prototypes as proof of concept to show the "fun" in the game.

CREDITED PROJECTS

Last Fate (VR with leap motion Puzzle Game/Collaborative Class)

[Last Fate Page](#)

Game Designer/Scripter San Francisco, CA

01-06/2016

- Created documentation for specific levels, mechanics, and obstacles for the game.
- Implemented models, animations, scripts, puzzles, etc. to set up gameplay and levels.
- Collaborated with artists to make sure aesthetics fit themes and overall concepts for the game.

Manifest Dinner (Board Game/Collaborative Project)

[Manifest Dinner Page](#)

Co-Creator/Designer San Francisco, CA

08-12/2014

- Collaborated on creating the entire game from documentation to the game itself from scratch.
- Created the board, different types of game cards, player pieces all from scratch.

The Marin Renaissance

www.themarinrenaissance.com

Co-Founder Mill Valley, CA

2010-Present

- Developed content, write original exposés, oversee business operations and site maintenance.
- Compiled three mixtapes promoting local musicians.
- Promoted and marketed site through nine social media outlets.

INTERNSHIPS

Storyworld (Previously eGlobal Reader)

<https://storyworld.us/>

Intern/QA Tester San Francisco, CA

04-10/2013

- Developed children's language immersion app in Spanish and Mandarin.
- Created dictionaries for the program's languages.
- Inputted, edited code and audio files, and tested usability(QA).

EDUCATION

Academy of Art University. BFA. Game Development: Game Design. San Francisco, CA May 2016

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

Tamalpais High School, Mill Valley, CA. June 2007

References Available Upon Request

