

Enthusiastic game designer looking for entry level positions. Especially interested in systems and narrative design, willing to engage at any role in a team.

Relevant Skills: Agile SCRUM Development; Level Design, Puzzle Logic, Game Balancing and Game Writing; Illustrator, Photoshop, Word, and Excel; Game Scripting in C# (Unity) and C++ (Unreal)

Personal Attributes: Cooperative Team Player, Diligent Problem Solver, Accurate and Detailed, Competent Listener, Motivated to Surpass Goals, Quick Learner

Major Projects:

Protocol Aurora

Role: Narrative Designer

Date: Spring 2018

Team Size: 9

Engine: Unity3D

A ranged brawler where players help a repair robot restore an arctic station. I worked with artists and the level designer to create environmental storytelling and dialogue, as well as incorporate narrative elements into general gameplay.

Secret of Colors

Role: Team Lead

Date: Spring 2017

Team Size: 5

Engine: Unity3D

A 3D puzzle platformer where players use colors to blend into the level. I was the team lead, and helped create the primary systems, while collaborating with other members to make sure all the work tied together.

A God's Tale

Role: Solo-project

Date: Spring 2017

Team Size: 1

Engine: Unity3D

A procedurally generated, narrative driven god game. I coded a procedural world generation, civilization generator, and then created interactions between civilizations and the environment, which players could influence through simple interactions.

Education:

Champlain College, Burlington, VT
Game Design Major, 3.9 GPA

Scheduled Graduation: May 2018

Certified Scrum Master

Completed October 2016

Certified Scrum Product Owner

Completed October 2017

Scrum Alliance License 583628

Volunteer Experience:

Mansfield Hall, Burlington, VT

2015-2017

Fellow at Mansfield Hall - a residential support program for college students with mild learning disabilities and executive function challenges. I serve as a role model, peer mentor, and liaison to campus for the residents.

Mission: Wolf, Westcliffe, CO

Summers: 2010-2017

Short-term volunteer at the wolf sanctuary for 2-4 weeks each summer. I provide guided tours, perform administrative duties including handling of sales receipts and graphic design for advertisements. Aid in physical and mechanical sanctuary maintenance and construction when needed.