

SKILLS

Design

- AI pathing, navmesh creation, AI behavior scripting
- Game mechanic / balance analysis
- Scripting, prototyping, debugging
- Game space design, level flow, pacing
- BSP and mesh based construction
- Material, texture, and particle system design
- Lighting, color theory, lighting techniques
- Dialog, story structure, environmental storytelling
- Sound design, music design, cutscene creation

Editors / Engines

- Unreal Editor/Unreal Development Kit
- Unity
- Source SDK, Hammer Editor
- GECK (*Fallout 3 / New Vegas*)
- LOVE, a LUA based engine

Scripting / Programming

- Text Based Scripting
 - C#
 - LUA
 - UnrealScript
 - Squirrel
 - GECK Scripting
- Visual Scripting
 - Unreal Kismet
- Object Based Scripting
 - Hammer Scripting

Additional Software

- Adobe 3ds Max
- Adobe Photoshop
- MS Visual C#
- MS Office Suite, including Project and Visio

PROFESSIONAL EXPERIENCE

Trendy Entertainment – Gainesville, FL *Level Scriptor / Technical Designer*

January 2014 - Present

Dungeon Defenders Eternity

- Designed, implemented, and balanced new timed survival mode
- Rebalanced enemy numbers, composition, and timing for all levels
- Ported 12 maps and 9 challenges from the original *Dungeon Defenders*
- Adjusted item randomization system to reduce loot inconsistencies
- Created enemy spawn waves and implemented gameplay on new maps

BakedSoft, LLC – Plano, TX *Game / Level Designer*

October 2012 – August 2013

- Created 36 levels for *Holy Cow, Gurdy!*, an action-platformer available on iOS
- Created 18 levels for *Holy Cow, Fully Loaded*, the sequel to *Holy Cow, Gurdy!*
- Revised all of the graphics from *Holy Cow, Gurdy!* To create a new aesthetic for *Holy Cow, Fully Loaded*
- Designed, wrote, and coded an unreleased mobile action/arcade game in Unity using C#
- Analyzed data for all projects to improve game mechanics and balance

SCHOOL PROJECTS

Left 4 Dead 2: Boomer Alley

August 2012 – October 2012

Designer

- The Survivors of a zombie apocalypse must escape their apartment complex and try to reach safety
- Customized the Director AI to fine tune automatic zombie placement and behavior
- Created new gameplay where the Survivors must kill special zombies every 30 seconds to shrink the attacking zombie horde
- Streamlined navigation mesh and AI pathing to optimize level flow, AI behavior, and spawning
- Used existing textures, models, and sounds to create a unique, immersive environment
- Created detailed building structures using BSP

Gears of War: Battle for the Resonator

October 2011 – December 2011

Designer

- The player and one NPC squad member face a large variety of enemy encounters in a small, two-story warehouse
- Created 8 unique enemy encounters within a small, two-story warehouse by altering the direction of combat, opening new areas, and altering objects within the play space
- Scripted 5 events in Kismet and Matinee that alter the gameplay flow of the level
- Included Kismet sequences that save the state of doors, ammo, and enemy spawners and loads them at checkpoints
- Created 3 Matinee sequences that include moving objects, playing sounds, and turning on lights
- Used existing spoken dialog to create believable conversations between the player and his squadmate

Half Life 2: Core Containment

February 2012 – March 2012

Designer

- The player controls a hovering probe, navigating a maze of rotating rooms to activate panels
- Prototyped a hovering physics vehicle over several discrete iterations using 4 constraints, 13 thrusters, and 25 logic entities
- Constructed a 3 x 3 x 3 matrix of rooms that rotates after each panel activation
- Set up 70 separate doors that open and close during gameplay to alter the player's critical path

Unreal Tournament 3: ULCV Sheraton

June 2011 – July 2011

Designer

- A cargo container ship takes on water and slowly sinks during a heavy thunderstorm
- Modified 28 existing materials to add water running / splashing effects
- Created 19 particle systems to simulate rain and raindrops splashing on surfaces
- Added a moving riverbank and buildings to create the illusion that the ship is moving down a river
- Used Kismet to set up 10 different thunder sound effects, synchronized with dynamic lights and 12 lightning statics
- Used Matinee to raise the level of water slowly within the ship, significantly altering the game flow over time

EDUCATION

The Guildhall at SMU – Plano, TX

January 2011 – December 2012

Certificate in Digital Game Development, specialization in Level Design

Western Michigan University – Kalamazoo, MI

August 1998 – May 2003

Bachelors of Arts in Creative Writing