
Technical Skills

Game Engines: Unity, Unreal Engine 4

Programming Languages: C#, Java, Blueprint, JavaScript, Python, HTML, CSS

Software: Jira, Team Foundation Server (TFS), Perforce, 3DS Max, Blender, Adobe Creative Suite, Microsoft Office Suite

Professional Experience

Vicarious Visions

Assistant Game Designer

March 2021 – Present

- Worked on Diablo 2 Resurrected, with a focus on the Switch version
- Audited Switch UI and controller support to ensure D2R was fun and playable in both handheld and docked mode
- Work as an Event Designer on Diablo 4, creating various content for players to engage with in the open world

Design Mentorship

September 2019 – April 2020

- Worked with my mentor & the design team on gameplay for two Unannounced Projects
- Wrote documentation/proposals for gameplay mechanics, weapons, & abilities
- Created character, weapon & ability prototypes in UE4 using Blueprint

Activities & Handling Lead Tester

July 2019 – December 2020

- Owned testing for Activities, Multiplayer, Console, & Controller Handling for Diablo 2 Resurrected
- Created & updated testing processes and documentation
- Organized playtests, and facilitated feedback to the design team

Quality Assurance Tester, World Art & Activities Lead Tester

February 2018 – March 2019

- Worked on Destiny 2: Warmind DLC as a QA tester, with a focus on strikes and raid
- Led teams in testing World Art & Activities for the Black Armory & Penumbra Destiny 2 DLCs respectively
- Created test passes/test plans for all project milestones, and managed the bug database in TFS
- Worked with my team and Bungie counterparts to ensure world art/activities content was ready for each milestone

Virginia Serious Games Institute

Designer/Programmer

June 2017 – August 2017

- Programmed a prototype of a mobile educational kids game about dressing yourself correctly for different weather
- Created multiple minigames with mobile controls, including an endless runner, maze, keep up, and dress up game
- Designed levels for the maze & endless runner mini-games, and the UI layout for the dress up game & main menu

iD Tech

Instructor

June 2016 – August 2016

- Taught campers, ages 9-18, game design using different software: RPG Maker, Unreal Engine 4, and Minecraft
- Walked campers through storyboarding, level design and mechanic design activities
- Provided feedback on student projects to help them create awesome stories, levels, and gameplay

GADIG at GMU

Club's Design Director

August 2016 – May 2017

- Managed a team of 15 designers in developing a game prototype each semester
- Wrote and updated documentation, worked on gameplay designs, and provided feedback/direction on design choices
- Worked closely with the Art, Sound, and Programming teams to implement designs and create fun gameplay

Education

BFA	George Mason University, Computer Game Design
Minor	Computer Science