



Key Skills and Tools

- Designed and programmed over a dozen projects in **Unity and Unreal**
- PC, VR, and mobile platform experience across multiple game genres
- Exceptional at documentation, **presentations**, and teamwork/leadership
- **Certified Scrum Master** with 6 years of agile development experience
- Highly proficient with C++ and scripting in C# and Blueprints
- Experienced with Perforce, Jira, and Confluence



Industry Experience

Wicked Realm Games | Remote

March 2021 – Present

Game Designer – *Star Trek: Timelines*

- Designed and authored character content
- Aided in the design and development of a new live feature

Game Designer – *Unannounced Project*

- Collaborated with team to design core feature set and iterate on gameplay
- Implemented systems/mechanics for rapid prototyping
- Maintained an authentic IP experience under licensor/publisher constraints

Savepoint Games | Remote

November 2020 – February 2021

Game Designer (Contract) – *Fusion Wilds*

- Redesigned progression system to fit in line with product vision
- Owned and aided in implementing new features and tools
- Authored and balanced character, mission, and economy data

Disruptor Beam | Framingham, MA

May - August 2019

Design Intern – *Archer: Danger Phone*, *Unannounced CCRPG*

- Improved team efficiency by creating playtesting tools and scripts
- Designed and balanced features targeting specific behavior metrics
- Created and balanced 30+ characters/ encounters

Game Production Projects

Box Voyage

January – June 2020

Systems/Technical Designer; Team of 13; Unity

- **Adventure game** where players explore a corporate vacation-in-a-box
- Released on **Steam** and **Itch** on June 1st, 2020

Showstopper

September – November 2019

Product Owner, Lead Designer, Programmer; Team of 5; Unreal

- **Party fighting game** where actors attempt to gain the crowd's favor by dying on their enemy's weapon

Related Ventures

Game Majors Leadership Group - Founder

- Founded and led the group for two years
- Organized events including dev talks and multiple game jams
- Enabled community engagement amongst the 200+ game development students

Education

Champlain College | Burlington, VT

May 2020

Bachelor of Science Degree in Game Design with a minor in **Game Programming**

- Graduated Summa Cum Laude