

Professional Summary

Level Designer for single player and multiplayer games, with a focus on creating dynamic gameplay experiences. Document, prototype, and build systems that add dynamic elements for levels. Design levels with environmental storytelling elements to help them feel grounded in the game's world. Iterate on levels using user and team feedback, as well as using analytics data to monitor changes to the level. Scripting systems that can be used across multiple levels with ease. Collaborate with artists and programmers to get the most out of each new level and system.

Development Experience

Level Designer at Sledgehammer Games: Call of Duty: WWII (June 2016 – Present)

- Tasks: Design and script exciting single player encounters. Iterated on encounters based on team and user feedback. Debug code and find creative solutions to problems. Own a level and ensure that it is bug free for when the game ships. Implement VO, animation, and scripted VFX, as well as assisting other departments when they need support. Currently working on a future Call of Duty title..
- **Awards:** Activision 5x5 Innovation Challenge winner
- Founded and ran Sledgehammer's Mentorship Program (2019)

Level Designer at Impeller Studios: Starfighter Inc. (June 2015 – June 2016)

- Tasks: Design, document, test and iterate on new missions. Manage a team of designers who are making missions. Prototype new systems using UE4 Blueprints. Review documentation that will be added to the main GDD. Assist in preparation for a Kickstarter Campaign, and reach out to potential partners in Rochester, NY. Work remotely managing my own time and schedule to complete tasks.

Lead Designer: Vivid Grid (December 2014 – December 2015)

- Tasks: Prototyped and designed for mobile devices, scripted systems in Unity 4.6 using C#, managed testing sessions and analyzed QA feedback, recruited new team members to assist in development.

Level and UI Designer: Hyper Syntax (September 2014 – May 2014)

- Tasks: Worked with UI artist to create and intuitive UI and HUD. Collaborated with level artists throughout the level creation process. Created documentation to support design decisions. Created intractable systems for levels that other team members could use. Lead team and scrum meetings.
- **Awards:** Champlain's Game of the Year and Technical Achievement Award

Level Designer: Pew (January 2014 – May 2014)

- Tasks: Conceptualized and iterated on three unique levels. Balanced weapons for an asymmetric multiplayer experience. Designed the UI/UX flow for the game, created and helped implement UI assets.

Education

CHAMPLAIN COLLEGE – Burlington, VT Graduated, 2015 – Bachelor of Science – Game Design

Skill Summary

Technology Summary

Advanced	Radiant & GSC Scripting, Unity 5, C#, UE4 & Blueprints, Illustrator, Maya, SVN subversion, Perforce, Jira
Familiar	Flash, ActionScript 3, JavaScript, UDK, After Effects, Audition, Photoshop, Adobe XD, shotgun