

Professional Summary

Level Designer with a focus on creating story driven levels. Document, blockout, create combat set ups, and build systems that add dynamic elements to levels. Iterate on levels using user and team feedback, as well as using analytics data to monitor changes to the level. Scripting level systems that can be used across multiple levels with ease. Collaborate with artists and programmers to get the most out of each new level.

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.

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. 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)

- Awards: Champlain's Game of the Year and Technical Achievement Award
- 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.

Level Designer: Pew (January 2014 – May 2014)

- Tasks: Conceptualized and iterated on three unique levels. Balanced weapons for an asymmetric multiplayer experience. Created particle effect systems for power ups and player feedback. Quickly made placeholder animation for early implementation.

Education

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

- Dean's List 2014-2015
- Studied abroad in Montreal

Skill Summary

- Level design and documentation
- System design and balancing
- Rapid prototyping
- Player-centric design
- Iterative design
- Collaborating on interdisciplinary teams
- Time management and task prioritization
- Team leadership and management
- QA planning and testing
- Scrum and agile development

Technology Summary

Competent	Radiant & GSC Scripting, Unity 5, C#, UE4 & Blueprints, Illustrator CS6, Maya 2015, Microsoft Office, SVN subversion, Proforce
Familiar	Flash, ActionScript 3, JavaScript, UDK, After Effects CS6, Audition CS6, Photoshop CS6