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GAME DESIGNER

SKILLS

Iterative Game Design

Level Design

Rapid Prototyping

Effective Communication

Self Motivated

Problem-Solving

Teamwork Oriented

Design Documentation

Project Management

Attention to Detail

Knowledge of the Gaming Industry

Life Long Passionate Gamer

TOOLS

Unreal Engine 4 & 5

Unity Engine

C#

Unreal Blueprints

GitHub

Slack

Jira

Adobe Creative Cloud

Microsoft Office 365

EXPERIENCE

WolverineSoft Studio -- Lead Unit Designer **Current**

- Responsible for the **conceptualization, design, and balancing** of all playable units and champions for a **turn based strategy** game.
- Collaborate closely with programmers to:
 - Deliver **comprehensive documentation** detailing unit interactions and mechanics.
 - Explain the intricacies of how units engage with each other and their surroundings.
- Drive **iterative design** processes, leveraging feedback from cross-disciplinary teams, to achieve well-balanced gameplay experiences.

iCode -- Technical Lead (Instructor) **Current**

- Responsible for **educating** youth in various **STEM** disciplines.
 - Game development with **Unreal Engine 5**.
 - Programming and controlling drones using **Python3**.
 - Building websites with **HTML**, and many more.
- Adapt teaching methods to cater to different learning styles and ensure an enjoyable learning experience that balances fun with education.

PROJECTS

Team Lead / Lead Writer -- Ennui **Spring 2022**

- **Directed** the creative vision for a Serious Game prototype.
- Designed and Documented **systems** and **narrative**.
- **Consulted** with my team on what was needed and when on a near daily basis.
- Documented weekly **progress reports** of development and turned in reports to higher ups.

Systems Designer -- Board Games **Spring 2021**

- Created an **Asymmetrical PvP** board game where 3 players fight against 1 boss player.
- Developed a **War Strategy PvP** board game inspired by *Total War* & *Fire Emblem*.
- Designed a **Cooperative PvE** game where players navigate a circular board.
- Wrote **Rulebooks** for each game in a digestible and organized fashion for players to easily pick up and play.
- **Playtested** and **iterated** each of the three games to find and fix loop-holes in the rules.

EDUCATION

Michigan State University **May 2022**
Bachelor of Arts: Games and Interactive Media