**Skills**

|  |  |  |  |
| --- | --- | --- | --- |
| **Engines** | **Scripting** | **Art** | **Development** |
| * UDK/Unreal 3
* Creation Kit
* Hammer
* Torque 2D
 | * C#
* LUA
* Kismet
* Unrealscript
 | * 3DS Max
* Photoshop
 | * Agile Development
* Scrum
* MS Word
* MS Office
* Wikis
* Kit Based Design
* Perforce
 |

**GAME EXPERIENCE**

***Group***

*Kraven Manor*- First Person Horror/ExplorationTeam of 12 Developers 8 Months

Level Designer/Scripter UDK

* Built the Entryway, main nexus of Kraven Manor
* Built the Attic, as part of a 2 man team, a mid-game exploration/puzzle area that is trying to kill you
* Scripted in game events to provide maximum scariness
* Scripted final fight/boss encounter

*Franken Frenzy –Casual Strategy* Team of 4 Developers 3 Months

Level/System Designer Torque 2D

* Create a balanced Systems Design
* Build Tutorial
* Research best practices in Torque

*Assault and Batteries –First Person Shooter* Team of 6 Developers 6 Months

Level Designer UDK

* Animated Train set piece in Matinee
* Designed level elements
* Scripted in Unrealscript and Kismet

***Individual***

*Never Again The Elder Scrolls: Skyrim* 160+ Hours

* Built a quest that fits within the *Elder Scrolls* Universe
* Fleshed out the quest with scripted events
* Built and scripted a boss fight

*CTF-DrowningMine Unreal Tournament 3* 135 Hours

* Based on the *Counter Strike* map FY-Iceworld
* Scripted generators control water level in the map; each generator that is damaged raises the water level, each generator repaired lowers the water level

*City 17 TD Half Life 2: Episode 2* 120 Hours

* Scripted a tower defense game within a *Half Life 2: Episode 2* map
* Scripted a fully functional resource system

**PROFESSIONAL EXPERIENCE**

TDK Mediactive Westlake Village, CA Sept 2002 – March 2003

QA Tester

* Tested Xbox/PS2/Gamecube/GBA Games

New World Computing, Agoura Hills, CA Jan 02 - April 02

*QA Tester*

* Tested Might and Magic IX and Heroes of Might and Magic IV.
* Tested localization for both Heroes of Might and Magic IV and Might and Magic IX in German, French, Spanish and Italian.

**EDUCATION**

The Guildhall at SMU Dallas, Texas Expected to graduate: Dec 2013

* Certificate in Digital Game Development, Specialization in Level Design

ITT Technical Institute Oxnard, CA Dec 2004 – Feb 2009

Digital Entertainment and Videogame Design

**ACTIVITIES AND AWARDS**

Best Entry: Game Design Challenge: Seuss It – Page 3

“We were thrilled to see an entry that dared to be as inventive as Dr. Seuss was in his books.”

<http://gamecareerguide.com/features/707/results_from_the_game_design_.php>