

Game Designer

Education:

- **USC School of Cinematic Arts**, Los Angeles, CA
BA Interactive Entertainment, 2015 – 2019

Tools:

- **Game Development:** Unity, Perforce, Github
- **Coding:** C++, C#, Lua, JS, AJAX, CSS
- **Other:** Adobe Photoshop/Illustrator/After Effects, Slack

Skills:

- Level Design, Technical Design, Rapid Prototyping, Usability, Playtesting

Experience:

- **Sole Creator** (Apr 2019 – Present)
An Afternoon
 - Design levels and script environment interactions in C# for this experimental narrative game.
 - Build out prototypes and levels in Unity using my own assets.
 - Iterate design based on feedback from weekly playtests.
 - Made a custom animation controller to achieve finer control over character animations.
- **Student Assistant** (Aug 2016 – Present)
USC School of Cinematic Arts – Advanced Games Program
 - Coordinate with USC Games faculty to run the yearlong capstone class, managing 7 games consisting of 150 students + manage spreadsheets with students' weekly tasks and other info.
 - Serve as main point of contact for students, IT services, and external art schools partnered with the program + organize meetings and the semester-long capstone pitching process.
- **Puzzle + Level Designer** (May 2017 – Feb 2018)
Wildbrew - wildbrewgame.com
 - Designed and grayboxed puzzles with multiple solutions, and modified puzzles based on usability feedback using custom tools in Unity for this open-world potion crafting game.
 - Documented game mechanics, potion effects, and puzzle solutions, merged code in Perforce.
 - Built out levels in Unity using tools and assets created by the art and engineering teams.
 - Scripted environment interactions, gave feedback to engineering team about editor tools.
- **Co-Creator (Game Designer + Programmer)** (Jan 2017 – May 2017)
Dandelion Child
 - Designed different game mechanics for each mini-game, created a burn-down chart, worked with JSON files and C# for this experimental meditative game.
 - Programmed and built out levels in Unity, worked with JSON files, created rapid prototypes in-engine, merged code using Perforce.
 - Ran weekly playtests and iterated the game based on player feedback.
- **Co-creator (Game Designer + Artist)** (Oct 2016 – Nov 2016)
Lumpo - pistachioegg.itch.io/lumpo
 - Designed a series of personal, experimental mini-games in Unity.
 - Worked closely with the programmer to discuss implementation details and design decisions.
 - Produced all visual assets in Photoshop, multiple Let's Play videos, over 2,000 downloads.