



Skills

Specialties

- Systems Design
- Technical Design
- Gameplay
- Engineering
- Level Design
- Content Design

Languages

- C++ (12 years)
- C# (10 years)
- Unreal (10 years)
- Unity (6 years)
- Lua (4 years)

Interests

- Core Combat
- Weapons
- Locomotion
- Controls
- Animation
- Cameras
- AI
- Balancing
- Documentation
- Rapid Prototyping

Software

- Unreal Engine
- Unity Engine
- Ronin Engine
- IW Engine
- Gamebryo Engine
- Visual Studio
- Excel
- Photoshop
- Illustrator
- Codewarrior
- Perforce
- Git
- SVN
- Flash
- Alienbrain
- Oracle
- SQL

Experience

Senior Systems Designer (September 2017 - Present)

Defiance 2050

- Overhauled weapon balance to create agency and meaningful decisions
- Created class system to encourage and reward different play styles

Trion Worlds

XBOne/PS4/PC

Adjunct Professor (August 2016 - September 2017)

- Instructed students how to program in Unity, Unreal and Construct using C# and C++
- Taught fundamentals of game architecture, focused on core game loop mechanics

Academy of Arts

Technical Designer (September 2015 - September 2017)

League of War: Mercenaries

- Developed ability system and PvP league system to increase monetization and retention

Munkyfun

iPad/Android/iPhone/Tablet

Crystal Chimes

- Implemented user interface and contributed to over-all game design

iPad/Android/iPhone/Tablet

Technical Designer (July 2014 - September 2015)

Fates Forever

- Designed new champions and created prototypes for future projects

Hammer & Chisel/Discord

iPad/Tablet

Multiplayer Designer (May 2013 - July 2014)

Call of Duty: Advanced Warfare

- Created and implemented first-ever dynamic reward system in the Call of Duty franchise
- Iterated on grenade delivery system, melee, support items, kill-streaks and dynamic levels

Sledgehammer Games

XBOne/PS4/PC/XB360/PS3

Systems Designer (October 2008 - May 2013)

Star Wars: First Assault

- Designed core combat loop- moving, shooting, grenades and melee
- Balanced weapon range, damage and functionality including weapon modifications
- Reverse engineered aim assistance systems for console controllers

LucasArts

Xbox 360/Playstation 3

Star Wars: 1313

- Contributed to core systems including camera, edge-tagging and locomotion

XBOne/PS4

Star Wars: The Force Unleashed 1 & 2

- Designed boss fight AI, behavior trees and fight controllers
- Staged battle progression and created tactics for defeating bosses

PS 3/XB 360

Level Designer

Lucidity

- Constructed levels with obstacles enabling unique solutions for completion

LucasArts

Xbox Live Arcade/Steam

Content Designer (May 2008 - October 2008)

Criminal (Unannounced Project)

- Generated compelling content that integrated stealth, combat and dynamic interactions

Midway Games

PS 3/XB 360

Gameplay Programmer (February 2008 - April 2008)

Six Flags Fun Park DS

- Programmed gameplay for 11 different mini-games on ARM CPU using C++ and Assembly
- Collaborated with producers and artists to actualize game design documents

Zeitgeist Games

Nintendo DS

QA/Support Engineer (July 2005 - May 2006)

PowerImage AG

- Resolved issues and fixed bugs reported from live client production environments

Sungard EXP

PC Workflow Software

Education

Full Sail University

- Bachelor of Science Degree in Game Design and Development (2008)

Winter Park, FL

National Aeronautics and Space Administration (NASA) (February 2003 - April 2004)

Mars Athena Project Intern

- Analyzed data at the Jet Propulsion Laboratory (JPL) sent from the Mars rovers

Pasadena, CA