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Objective

To design, build, and script high quality worlds for the interactive entertainment industry.

Software	Engines/Editors	Languages	Platform	Certifications
• Sketchup	• Unity	• Javascipt	• Xbox One	• Scrum Master
• Maya	• Id Tech 3,4	• Python	• Playstation 3	• UX playtesting
• 3d Studio Max	• Radiant	• Ruby	• Xbox 360	• QA
• Git	• Bigworld Technology Worldeditor	• LUA	• PC	• Xbox TCRs
• Perforce	• Unreal UDK	• XML	• Mac	• Playstation TRCs
• Subversion	• Source	• Doomscript	• iOS	
• Windows	• Torque	• Kismet	• Oculus Rift CV1	
• Mac			• HTC Vive	
• MS Office				
• MS Visio				

Industry Experience

Senior Level Designer
Digital Diceworks, Dixon, CA
November 2017 – Present
Titles Worked on: **Ninja Ops**
- Created rulesets for how to design spaces in VR
- Spearheaded the design of, blocked out, and built game levels for Ninja Ops

Senior Level Designer
WB Games, San Francisco, CA
June 2014 – January 2015
Titles Worked on: **DC Comics Legends**
- Spearheaded the design of and blocked out and built game levels for DC Comics Legends
- Tuning all aspects of the game including damage and population of enemies as well as friendly powerups

Contract Level Designer
Six Nuts Games, Palo Alto, CA, Big Head Mode, San Francisco, CA, Barrett Games, San Francisco, CA
March 2011 – June 2014
Titles Worked on: **Bullet Prawn (working title), ZombieFace, Douche Defender, Hippo vs. Zombies (working title)**
- Spearheaded the gameplay design of all systems and levels
- Blocked out and built game levels
- Tuning all aspects of the game including damage and population of enemies as well as friendly powerups

Level Designer
Electronic Arts Maxis, Emeryville, CA
June 2010 – December 2010
Title worked on: **Darkspore**
- Designed and built game levels for Darkspore
- Placement of power-ups and population
- Scripted interactive world objects in Lua for Darkspore

Lead Level Designer
Redbana US, San Mateo, CA
December 2009 – February 2010
Titles worked on: **Hellgate London, Firefall (working title)**
- Blocking out levels and testing them for flow and gameplay
- Designed and implemented custom tools for the level pipeline for the Hellgate engine

World Designer
Slipgate Ironworks, San Mateo, CA
August 2007 – December 2009
Titles worked on: **Project Redwood (working title)**
- Lead the World Design Scripting Initiative, which involves designing and implementing all world interactions
- Building and benchmarking custom levels/zones and helped facilitate client optimization
- Prototyped instances and zones, responsibilities included space creation and testing them for flow and gameplay

Game Design Consultant/Level Designer
Mastiff Games, San Francisco, CA
May 2008 – September 2008
Title worked: **Moon**
- Tuning damage and population of enemies as well as tuning friendly weapons
- Review and iteration of in game levels, playtesting and documenting issues and directing fixes to the development team
- Prototyping levels, doing blockouts in Visio and documenting implementation procedures

Level Designer
Secret Level/SEGA San Francisco, CA
November 2006 – April 2007
Title worked on: **Golden Axe: Beast Rider**
- Prototyping levels, including documenting level ideas, prototyping in Sketchup and implementing in a custom level editor based on Maya
- Engine and tools testing, including managing a small team dedicated to testing the Level Design tools and ensuring a stable development environment

Achievements
- Created guidelines for designing spaces in Virtual Reality for Ninja Ops
- Spearheaded, designed, and built every level in DC Comics Legends.
- Single handedly created a user testing system for Big Head Mode. I designed and built a hardware solution to record users gameplay and faces. We did this to determine if our design goals were met and how to change our design for a better gameplay experience.
- Built 3 prototype levels for Darkspore in less than 2 months. This included inception from paper through to a playable state.
- Successfully lead my team in redesigning and rebuilding the level design pipeline and tool chain for the Hellgate London engine in less than 2 months.
- My work on the performance scrum for Slipgate Ironworks caused a complete re-evaluation of our client technology resulting in an optimization team being created.
- Moon won IGN Nintendo DS shooter of the year, an IGN Editors' Choice Award, and several other media awards.
- Spearheaded a program at Secret Level to deliver playable prototype visualizations of levels before the game engine was ready to use.

Education
Music Performance, Iowa State University, Ames, IA 1997-2000