

Skills

Design Skills

Level and Puzzle Design
Playtest Conducting
Gameplay/Mechanics Design
Creative Writing
Collaboration with teams of artists, programmers, and designers

Technical Skills

Engines: Unity
Languages: C#
Strong technical writing ability

Social Skills

Excellent person-to-person communication skills
Pitching, personability with clients
Familiarity with production methods and common hurdles in all departments

Games

The King's Bird (PC/PS4/Switch) - Level Designer

- Greyboxed level designs in Unity
- Added level functionality (placed checkpoints and collectibles, defined camera behaviors)
- Designed playtesting process
- Conducted and observed in-person playtests
- Iterated on and polished level designs based on player feedback

Experience

Game Design Intern - Serenity Forge (Boulder, CO)

March 2018 - July 2018

- Worked as a level designer on The King's Bird
- Designed gameplay mechanics and systems for ongoing projects
- Participated in regular business meetings with current and potential publishers/clients
- Pitched features and created design documents for ongoing and upcoming projects

Game Design Educator - The Institute of Play (Denver, CO)

October 2015 - February 2016

- Helped facilitate a series of workshops teaching educators the fundamentals of game design
- Served as a group leader helping grade-school teachers create game prototypes for educational games
- Facilitated playtests between teachers and students

Education

University of Denver

Completed majority of Bachelor of Arts in Game Development

Otero Junior College

Associate of Science

La Junta High School

Diploma

Graduated Valedictorian