

WORK EXPERIENCE

Night School Studio, Glendale CA

Game Development Studio

Designer– May 2014 – Current

- **Oversee the design and emotional impact of “Oxenfree” from first playable to finished product.**
- Duties Include:
 - Create and improve levels to achieve the desired emotional reaction.
 - Manage workload for our animation team, design team, and audio team.
 - Prototype new and fun mechanics.
 - Design dynamic animation systems in Unity’s Mechanim system.

Social Gaming Network, Beverly Hills CA

Mobile Game Development Studio

Designer– Aug 2014 – April 2015

- Design, create, and implement new features for existing and new game titles.
- Duties Include:
 - Use analytics to drive game design with goals of maximizing player retention and revenue.
 - Prototype new casual games with the “easy to pick up, hard to master” pillar.
 - Improve “feel” of titles with new effects, sounds, animations, or reward systems.
 - Analyze and improve design and art pipelines to minimize iteration time.

Disney Mobile, Glendale CA

Video Game Development Studio

Designer Programmer – Feb 2014 –July 2014

- Full-time designer for major projects, *Temple Run: Oz* and *Stack Rabbit*. Prototype, engineer, and designer.
- Duties Include:
 - Design, engineer, and provide art assets to create interesting and highly accessible playable prototypes as candidates for the Disney Mobile’s future projects.
 - Collaborate with new teams on a regular basis to create full playable experiences.
 - Create grey-box, or mock-playable levels, to prove design concepts before game implementation.
 - Brainstorm and implement unique design mechanics to improve upon original game design.
 - Work within the limitations of proven game design to create a fresh new game experience while minimizing production cost.

- Collaborate with the lead technical artist to create technical tools to improve both design and art workflow.

Associate Designer – July 2013 -2014

Contract Game Designer – July 2012 – July 2013

Same duties as listed above, with more emphasis on level design and less on prototypes.

Master Key Visual Effects

3D Generalist – April 2011- April 2012

- Full-time 3D Generalist for prime time television and movies as contracted through Master Key Visual Effects studio.
- Duties Included:
 - Solely responsible for all 3D elements utilized in visual effects.
 - Modeling, rigging, texturing, and animating for any 3D effects needed within a scene.
 - Engineered simulations for smoke, fire, and debris in any scene requiring it.

Disney Consumer Products

Undergraduate Associate in the DCP Blue Sky Think Tank – August 2010 – February 2011

- Full-Time UGA, Media Specialist for Disney Consumer Product Think Tank.
- Duties Included:
 - Collaborate with a group of artists and writers to generate concepts and content to promote Disney products.
 - Compiling and delivering concept pitches for television, movies, and products.
 - Presenting original concepts to the Disney partners.
 - Create unique marketing strategies for Disney products.

SKILLS

Game Industry:

Design, level design, modeling, texturing, animating, rigging, layout, editing, prototyping

Technical:

Unity, UDK/Unreal Engine, Cry Engine, Maya, Mud Box, Z-Brush, Adobe Creative Suite, HTML, Flash, PHP, C#, Source Tree, Smart Git, 3DS Max, Blender

Communication:

Project management, experience with presenting and pitching, writing, highly collaborative

EDUCATION

Chapman University in Orange California August 2006 - May 2010

B.F.A.: Digital Arts

Minor: Business