

### Skills

- *Narrative*: Worldbuilding, dialogue, characters, plot writing, backstory, script writing
- *Design*: Prototyping, wireframing, playtesting, level design & game flow
- *Software*: Microsoft Office, Adobe Creative Suite, Maya, OBS, & Slack
- *Languages*: C#, JavaScript, C++, Zilch (Proprietary), HTML, & CSS
- *Engines*: Unity, Unreal, Zero (Proprietary), & custom
- Advanced mathematics & physics

### Academic Projects

#### Sole Developer

September 2018 – December 2019

*The Thump in the Night* – 3D environmental horror

Solo

- Told the story of a child in a breaking home and the effect it has on their perception of their parents
- Designed the sequence of interactions to communicate the narrative through the environment
- Created a compelling narrative that stuck with many players through dialogue and audio
- Wrote dialogue in character voice to convey that the player is a child and build empathy
- Remade a previous project that matched and built upon the atmosphere and story
- Received and implemented feedback on enhancing the unnerving atmosphere
- Implemented all aspects of the game with a commercial engine (Unity)

#### Sole Developer

January 2019 – January 2020

*It's a Match!* – 2D Abstract Dating App Mobile Game

Solo

- Conveyed the multiple nuances of online dating through character movements to display individuality
- Wrote dialogue for two unique contrasting characters and maintained their differing personalities
- Developed a scalable story that could be told with the limited time and abilities
- Communicated narrative between player and fictional Dating App through simple text cutscenes

#### Narrative Designer

September – December 2018

*Pokémon Sun and Moon: Poke Pelago* – Narrative DLC for Pokémon Sun and Moon

Solo

- Wrote a continuation story of an established franchise while maintaining the original game's feel
- Pitched and developed ideas for on-brand character arcs and quests appropriate for the franchise
- Created branching story lines that funneled back into the intended ending while still feeling satisfying
- Kept and built upon the various voices of canon characters from the original game
- Built new regions and mechanics to create a self-contained experience

#### Lead Game Designer & Director

May 2017 - August 2018

*Luminova* – 2D sci-fi puzzle platformer

Team of 13

- Structured a full narrative with character-driven dialogue scenes to enhance the game experience
- Developed multiple possible endings for the narrative based on the player's actions
- Devised a series of moral decisions for the player to make that would influence the narrative
- Planned a meta-narrative about environmental responsibility and taking responsibility for past actions
- Constructed backstories for all elements of the narrative in preparation for potential expansion
- Scaled down initial narrative to fit the limitations of established systems in a custom game engine
- Balanced multiple roles and responsibilities and worked with a multidisciplinary team

### Extra-Curricular Activities

- President of DigiPen's LGBT club
- President of the Associated Students of DigiPen Redmond
- Student Club Assistant
- Student Ambassador

### Education

#### Bachelor of Arts in Game Design

DigiPen Institute of Technology

*Attempting Art and Psychology Minor*

Expected April 2020

3.7 GPA

### Awards

- Dean's List – DigiPen Institute of Technology – 2017 – 2019
- Greater Seattle Business Association Scholar – 2019
- Career in Technology Award – Byron Nelson High School – 2016