

Skills

- Design: Prototyping, wireframing, playtesting, level design, game flow, & narrative writing
- Software: Microsoft Office, Adobe Creative Suite, Maya, Invision, Perforce, & OBS
- 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

- Built a 3D remake of previous game that matched and built upon the atmosphere and story
- Layered post-processing effects and audio to intensify unease as the game progressed
- Designed the sequence of interactions to communicate the narrative through the environment
- Created a compelling narrative that triggered memories in players of various backgrounds
- Playtested the project to test the strength of the environment in conveying horror
- Received and implemented feedback on enhancing the unnerving atmosphere
- Limited in-game UI to benefit the overall experience of the game
- Implemented all aspects of the game with a commercial engine (Unity)

Sole Developer

January 2019 – January 2020

It's a Match – Abstract dating app mobile game

Solo

- Conveyed the multiple nuances of online dating through character movements to display individuality
- Modeled game UI after popular dating app to help players connect the game with that environment
- Converted the game from PC to mobile using Unity to match the source material
- Displayed multiple aspects of attraction through simple shapes and colors
- Communicated narrative between player and fictional AI through simple text cutscenes

UI/UX Designer & Producer

September 2018 – April 2019

Kisuk: The Raven's Daughter – 3D Inuit stealth hunter

Team of 15

- Created low and high-fidelity menu mock-ups for UI programmer to help with implementation
- Identified needs of players to help their understanding of the game's mechanics through UI
- Wrote various tutorials using simple text and timing to teach complex mechanics to the players
- Maintained a user experience that would represent the culture and environment of Native Alaska
- Worked in a commercial engine (Unreal) with a multidisciplinary team

Lead Game Designer & Director

May 2017 - August 2018

Luminova – 2D sci-fi puzzle platformer

Team of 13

- Wrote Game Design Documents to convey mechanics to the team
- Made wireframes for artists with Photoshop & NinjaMock to define menu layouts
- Built game prototypes in Unity to show and test potential game mechanics
- Conceived and pitched game mechanics that would help players achieve their goals and solve puzzles
- Worked in a custom engine with a multidisciplinary team

Extra-Curricular Activities

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

Education

Bachelor of Arts in Game Design

DigiPen Institute of Technology

Expected April 2020

Attempting Art and Psychology Minor

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