

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
- *Game Engines*: Unity, Unreal, Zero (Proprietary), & custom
- Advanced mathematics & physics

Academic Projects

Sole Developer

January 2019 – January 2020

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

Solo

- Researched various dating applications to find similarities in their UI to mimic in my design
- Conveyed the multiple nuances of online dating through character movements to display individuality
- Developed project for PC then converted to mobile to match source material in Unity
- Taught subtle mechanics through narrative cutscenes utilizing fictional AI character
- Created simple rapid prototypes to test different methods of displaying couple matching
- Received and implemented feedback on gameplay to improve the overall experience

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 original atmosphere and story
- Developed simple 3D models in Maya to convey the environment to players
- 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
- Limited in-game UI to benefit the overall experience of the game
- Layered post-processing effects to enhance overall unease of game's progression

UI/UX Designer & Producer

September 2018 – August 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 will represent the culture 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

- Researched similar mechanics to understand how they were successful and how to improve
- Wrote Game Design Feature 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 potential game mechanics
- Constantly playtested the latest game build to test engagement with players
- Worked in a custom engine with a multidisciplinary team

Extra-Curricular Activities

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

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