

## Technical Skills

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**Game Engines:** Unity, Unreal Engine 4

**Programming Languages:** C#, Java, Blueprint, JavaScript, Python, HTML, CSS

**Software:** Jira, Team Foundation Server (TFS), Perforce, 3DS Max, Blender, Adobe Creative Suite, Microsoft Office Suite

## Professional Experience

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### Vicarious Visions

*Design Mentorship*

*September 2019 – April 2020*

- Worked with my mentor & the design team on gameplay for two Unannounced Projects
- Wrote documentation/proposals for gameplay mechanics, weapons, & abilities
- Created character, weapon & ability prototypes in UE4 using Blueprint

*Activities & Handling Lead Tester*

*July 2019 – Present*

- Own testing for Activities, Multiplayer, Console, & Controller Handling for an Unannounced Project
- Create & update testing processes and documentation
- Organize playtests, and facilitate feedback to the design team

*World Art & Activities Lead Tester*

*May 2018 – March 2019*

- Led teams in testing World Art & Activities for the Black Armory & Penumbra Destiny 2 DLCs respectively
- Planned out day-to-day, and overall project testing for my areas
- Created test passes/test plans for all project milestones, and managed the bug database in TFS
- Worked with my team and Bungie counterparts to ensure world art/activities content was ready for each milestone

*Quality Assurance Tester*

*February 2018 – May 2018*

- Worked on Destiny 2: Warmind DLC, with a focus on strikes and raid testing
- Executed test passes for project milestones, ensuring the state of the current build met the project's timeline
- Collaborated with developers to fix issues and improve the end user experience

### Virginia Serious Games Institute

*Designer/Programmer*

*June 2017 – August 2017*

- Programmed a prototype of a mobile educational kids game about dressing yourself correctly for different weather
- Created multiple minigames with mobile controls, including an endless runner, maze, keep up, and dress up game
- Designed levels for the maze & endless runner mini-games, and the UI layout for the dress up game & main menu

### iD Tech

*Instructor*

*June 2016 – August 2016*

- Taught campers, ages 9-18, game design using different software: RPG Maker, Unreal Engine 4, and Minecraft
- Walked campers through storyboarding, level design and mechanic design activities
- Provided feedback on student projects to help them create awesome stories, levels, and gameplay

### GADIG at GMU

*Club's Design Director*

*August 2016 – May 2017*

- Managed a team of 15 designers in developing a game prototype each semester
- Wrote and updated documentation, worked on gameplay designs, and provided feedback/direction on design choices
- Worked closely with the Art, Sound, and Programming teams to implement designs and create fun gameplay

## Education

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BFA                      George Mason University, Computer Game Design  
Minor                    Computer Science