



Skills

Game Design

- Systems, Level, and Economy Design
- PC & Console Design Experience
- Product Ownership
- Design Documentation
- UX Flows / Wireframes
- Focus Group Testing
- Metrics Analysis

Engines

- Unreal 4 & 5
- Unity
- UDK

Programming / Scripting

- C#
- Blueprint
- Kismet
- Excel VBA

Software

- Adobe Photoshop
- Adobe XD, Figma
- Excel
- Tortoise SVN
- Jira, Clickup

Experience

Shadow Health (an Elsevier company)

Simulation Lead Designer: (April 2022 - Present)

- Lead a team of 7 skilled and accomplished designers
- Provide guidance and direction on 6 different products in concurrent development that are aimed at educating nursing students
- Established the simulation design review process and successfully integrated it into the product development pipeline
- Created an onboarding process that has successfully trained many new designers and enabled them to quickly become confident contributors

Technical Game Designer: (January, 2021 - April 2022)

- Designed UIs and user flows for simulations for the nursing educational space
- Spearheaded the design, programming, and implementation of a development tool that dramatically reduced the effort required for the most common implementation tasks
- Contributed to every phase of development, taking designs from concept to completion with direct involvement in ideation, designing, implementing, and testing new features
- Awarded the Elsevier Bronze Coin for “always putting myself in the customer’s shoes”

Chromatic Games (formerly Trendy Entertainment)

Lead Designer: (December 2018 - July 2020)

- Lead Designer for the full development cycle of a shipped and positively received game, *Dungeon Defenders Awakened (DDA)*
- Led the design of the deep and rewarding RPG mechanics of DDA, including procedural loot, player stat progression, difficulty scaling, and currency systems
- Solely championed the creative direction of acclaimed content updates for *Dungeon Defenders II (DD2)*, which maintains the highest user review scores in DD2’s history
- Created comprehensive design documents for pivotal features and provided direction for systems, UX, level design, and balance. Broad experience across design subdisciplines.

Technical Designer: (May, 2017 - December 2018)

- Led the the creation and design of a well-received gear crafting system whose release resulted in significant increases to average play-session duration
- Designed, balanced, and implemented DD2's player-driven trading economy
- Designed and balanced a monetarily successful "loot box" feature
- Defined key-performance indicators for designed features and analyzed metric data
- Utilized metagame design to create a new game mode for DD2 (Mastery Mode)

Education

Savannah College of Art and Design (SCAD)

Master of Fine Arts - Interactive Design and Game Development (March, 2017)

University of Central Florida

Bachelor of Arts - Digital Media/Game Design (2014)