

Skills

Game Design

Rapid level testing and iteration

Rational Level Design

C# and blueprint script

Creating, running, and analyzing playtests

Quality Assurance and Bug Testing

Programs

Unity / Unreal engine

Visual Studio

Photoshop

Sketchup

Perforce/P4V

SourceTree

Pivotal Tracker

Interests

Metroid

Mirror's Edge

Fallout

Cities: Skylines

Kayaking & Fishing

Aviation

Experience

Vancouver Film School – Teaching Assistant for Level Design

- Overhaul templates for level design assignments with new level design tools, gameplay, and ingredients
- Mentor students in Level Design, Game Design, and Unreal Engine
- Assist instructor in classes and labs
- Assist students with solving technical and design problems
- Assist in reviewing and updating course material

Primary Skills

- Level Design – Conceptualize, prototype, revise, set-dress, test, and finalize levels for many genres using rational level design.
- Programming – Create and debug C# or Blueprint scripts for debug tools, placeholder and gameplay objects, and prototypes.
- Gameplay Design – Conceptualize, create documents for, communicate, prototype, test, and iterate on game designs.

Education

Vancouver Film School – Game Design Diploma (2016, 1 year intensive course)

- Learned game and level design, C# programming, and basics of game art & C++.
- Used Unreal Engine 4 to create levels for various genres including 3rd person shooters, racing games, puzzle games, action-adventure games, and an Unreal Tournament deathmatch map.
- Worked with a team of other students to create a 2D inventory-based puzzle game. Handled level design.
- Worked with a team of other game design students and other collaborators to create a Unity 3D game.