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| **PROFESSIONAL EXPERIENCE** A logo of a company  Description automatically generated**A white silhouette of a mouse  Description automatically generated*Kneedle Knight* —** Game Designer & Systems Designer**SMU Guildhall** I **21 Developers** I **3 Months | UE5 |** * Designed and iterated gameplay mechanics and AI behavior.
* Worked with a multi-disciplinary team to design and implement gameplay-related systems.
* Communicated the progress, workflows, and availability of systems to fellow content developers.
* Maintained and iterated systems throughout production to completion.
* Authored clear and easy-to-follow documentation with fellow developers.
* Used creative solutions to achieve design goals and solve challenges.
* Collaborated with a multi-disciplinary team to complete design implementation and problem solving.

A white fish with a long nose  Description automatically generated***SeaFeud* —** Level DesignerA logo of a company  Description automatically generated**SMU Guildhall** I **50 Developers** I **3 Months | UE5 |*** Designed the AI racers spline paths and behavior for competitive racing.
* Balanced the placement of power-up fish and pick-up items.
* Designed, built, and iterated track layout in Unreal Engine 5.
* Collaborated and communicated with a multi-disciplinary team to solve creative issues and implement design features.

**INDIVIDUAL PROJECTS*****The Lost Apprentice*****The Elder Scrolls V: Skyrim** I **Solo Project** I **3 Months | Creation Kit** * Prototyped, designed, and iterated unique player mechanic for combat, traversal, and puzzle-solving.
* Iterated systems based on feedback from fellow designers and design lead.
* Scripted gameplay elements using proprietary engine to make the world feel alive and interesting.
* Designed and iterated the level layout from whitebox to final deliverable.
* Refined and completed features within a fixed production schedule.

**WORK EXPERIENCE*****Unannounced Titles* —** Development Production Assistant**Walt Disney Animation Studios*** Participated in creative meetings for development and production.
* Coordinated with team members across all parts of the animation pipeline.
* Offered verbal and written notes to team members.

**EDUCATION** **Southern Methodist University - Guildhall** *Masters in Innovative Technology for Level Design***The University of Texas at Austin***Bachelor of Science in Radio-Television-Film (Screenwriting)* | **GAME ENGINES**Unreal Engine 5Unreal Engine 4 Unity Creation KitChrome EngineHammerPico-8*Far Cry 5* Arcade EditorSnapMaps (*Doom*)Puzzle Maker (*Portal 2*)**Scripting**Blueprints (*UE5*)C++ (*UE5*)C# (*Unity*)Papyrus (*Creation* *Kit*)VScript (*Hammer*)Lua (*Pico-8*)**PROGRAMS**PerforceJiraConfluenceMonday3DS MaxMiroAdobe Creative CloudMicrosoft OfficeFinal DraftCeltx**RELEVANT SKILLS**Systems DesignMission DesignLevel DesignLeadershipScreenwriting**VOLUNTEER WORK**GDC Conference Associate Extra Life Volunteer |