

I am a passionate designer with a broad skillset seeking a role which rewards my talents and challenges me to develop further. As a lead level designer, I will guide the development of all levels to create distinctive environments and memorable experiences that support the vision of the game as a whole.

## Experience

### ***Halo Infinite – Senior Level Designer*** ***343 Industries (Microsoft), 2018-2023***

Designed, built and shipped three campaign missions. Responsible for walkthroughs, blockouts, custom scripted gameplay, combat setups, and bug fixing. Mentored junior designers with design and implementation feedback. Performed code reviews to ensure script quality across the campaign. Post-launch, supported MP team with bug fixes on multiple maps, plus a new map blockout.

### ***Project Ragtag – Lead Level Designer*** ***Electronic Arts, 2015-2017***

Became Lead Level Designer mid-project. Defined LD workflows and best practices, represented the LD team to other disciplines, and helped the LDs solve technical and creative challenges. Wrote walkthroughs for several levels and did layout and scripting for multiple early demos.

### ***Battlefield Hardline – Senior Level Designer*** ***Electronic Arts, 2013-2015***

Built Prologue, Episode 9, and part of Episode 6, handling layout, gameplay design, combat scripting, SE integration, memory & performance. Provided scripting support across all ten campaign levels.

### ***Dead Space 3 – Senior Level Designer*** ***Electronic Arts, 2011-2013***

Built the "snow crash" demo, blocked out five other levels, and drove three to completion. Handled design, scripting, combat, puzzles, cinematics, memory and performance.

### ***Dead Space 2 – Level Designer*** ***Electronic Arts, 2010-2011***

Took over and shipped one of the ten levels that make up the single-player campaign. Contributed to several DLC maps. Handled design, scripting, combat, puzzles, cinematics, memory and performance.

### ***MotionX Poker & Poker Quest – Project Lead*** ***Fullpower Technologies, 2008-2010***

Designed and lead two shipped games for the iPhone. Performed all aspects of game design, as well as UI design, art direction, testing, tuning, and programming as needed.

### ***Gods and Heroes: Rome Rising – Level Designer*** ***Perpetual Entertainment, 2005-2007***

Responsible for seven overland zones, five cities, and four dungeons through much of their development, including paper maps, initial terrain, gameplay design & tuning, and beta process.

### ***GoldenEye: Rogue Agent – Level Designer*** ***TKO Software, 2004***

Designed two of the game's multiplayer levels. Created paper designs, blockouts, scripting, created some textures and 3D models.

### ***Medal of Honor Allied Assault: Breakthrough – Level Designer*** ***TKO Software, 2003***

Built two single-player and two multiplayer levels. Created walkthroughs, paper maps, blockouts, final geometry and lighting, and set up all gameplay events.

## Skills

- Level & game design for genres including FPS, Action Adventure, Survival Horror, MMORPG, Casual.
- Programming for games & web using Lua, Javascript, C, C++, Objective C, OpenGL, PHP, SQL.
- Software: Frostbite, Radiant, Maya, Photoshop, Visual Studio, Xcode, MS Word, Excel.