

**GDC Narrative Review Competition**  
Gold Award - 2013

**Featured on the DigiPen Game Gallery**  
K.A.B.O.O.M. – 2015  
Hero Knight Man - 2013

## Academic Projects

### Fat Zoo – Co-creator

Dec. 2015 – April 2016

A tile-based puzzle game developed for PC and mobile.

- ❖ Designed and lead development in a 2-person team.
- ❖ Oversaw technical design of the game in the Unity Engine.
- ❖ Redesigned for and successfully ported to Android devices.

### Doodle Dash – Designer, Writer

May 2014 – July 2015

A 3-8 player drawing party game for the Wii U console.

- ❖ Designed the first draft of a scrapped mode which combines minigames and drawing mechanics into a 3-5 player board game-styled competition.
- ❖ Designed and prototyped an elimination-based minigame called "Volcano Panic."
- ❖ Helped design the interface for menus and the draw area on the Wii U GamePad.
- ❖ Worked with the artists to develop the art style, and created the first draft of our in-depth style guide which was the basis for the final version.
- ❖ Developed in a design-heavy team under NDA with the Wii U version of Unity.
- ❖ Focused on user testing in large groups of up to 8 players.

### Break Squad – Solo Project

Jan. - April 2016

A humorous 2D shooter about a team of reckless bounty hunters.

- ❖ Custom-made all art and music for the game.
- ❖ Designed with visual feedback and humorous situations in mind.

### Flag Swipers – Solo Project

Dec. 2014

A competitive 2-player capture-the-flag with joystick support.

- ❖ Developed in Unity over five days.
- ❖ Designed with visual effects and a 3D space in mind.

## Experience

### Moderating – The Behemoth Community Forums

Since Nov. 2009

- ❖ Appointed as the Head Moderator on The Behemoth's official forums in 2012.
- ❖ Frequent communication with the site admins and other moderators.

## Education

### DigiPen Institute of Technology

Aug. 2012 – April 2016

- ❖ Graduated with a Bachelor of Arts in Game Design and a Minor in English.
- ❖ Studied under an industry-focused curriculum and environment.

### Design Skills

Content Design  
Level Design  
System Design  
UX Design  
Prototyping  
User Testing

### Writing Skills

Creative Writing  
Humor  
Visual Narrative  
Dialogue  
Interactive Storytelling  
Technical Writing

### Communication Skills

Public Speaking  
Visual Communication  
Presentations  
Teamwork  
Networking

### Artistic Skills

Sequential Art  
Voice Acting  
Visual Effects  
Stylization  
Cartooning

### Scripting Skills

C# Scripting  
Python Scripting  
HTML/CSS

### Programs

Paint.NET  
Unity  
Adobe Photoshop  
Microsoft Office