

SKILLS

Game Combat & Systems Design

- Character, Controls, & Camera design
- Boss encounter and enemy combat design
- Rapid prototyping and iteration for responsive combat feel and timing polish
- Weapons, abilities, skills, and progression systems (single & multiplayer)
- Cinematic event scripting and narrative integration
- Feature documentation, combat specs, and pitching

Leadership

- Propel project design in collaboration with leadership
- Initiate roadmap process and development

AI Design

- UE Behavior Tree scripting for enemy and boss AI behaviors
- Distance-sensitive and class-based combat AI
- Companion and cooperative AI design
- Pathfinding, world interactions, and encounter pacing
- Attack and ability animation design & sync for readability

Software

- Miro, Figma, Photoshop, and Maya
- Perforce, Git
- Jira, Confluence, ClickUp
- Microsoft Office & Google Docs
- Visual Studio

Programming

- Unreal Blueprint scripting, GAS (Gameplay Ability System)
- UE AI Behavior Tree, Animation State Machine, ALS
- Client/Server logic, network architecture
- C++, Unreal Script

Mobile Games Design

- LiveOps, Hybrid casual/puzzle mobile games (released titles)
- F2P monetization (IAA + IAP)
- Game metrics knowledge (DAU, ARPPAU, Retention)
- Analytics + A/B testing

EXPERIENCE

May 2025 – Present | Game Developer (Contract) for Brazen Animation/Outside the Parallelepiped

Green Ember: Helmer and the Dragon Tomb, Action-Adventure Game

- Designed combat encounters, AI behaviors, and character progression systems
- Integrated narrative cutscenes and cinematic combat moments, ensuring story and gameplay were connected
- Implemented AI systems, UI, audio, and mobile/Nintendo Switch port development, working across engineering, design, and art teams
- Developed and documented combat system pitches to align gameplay with creative leadership's vision
- Project development is being continued with my work at Outside the Parallelepiped

Nov. 2025 – Present | Contingent Worker for Meta via TEKsystems

- Prompt Evaluation, sentiment analysis, error reporting, harmful content reporting, adhering to strict guidelines for qualitative and quantitative labels in line with project goals
- Benchmarking AI Annotation, prompt comparison between two or more models, identifying differences between multiple models, assessing pros and cons, and guideline labeling
- Qualitative Report Team: Weekly qualitative report of "bad prompts", outside the realm of guidelines and current labelling project

Jan. 2024 – Jan. 2025 | Combat Designer (Contract) for Apocalypse Studios

Deadhouse Sonata, Multiplayer Action Role-Playing Game

- Designed and implemented the core combat loop in UE5, including character, camera, controller, abilities, damage types, hit reactions, and traversal play using the Gameplay Ability System (GAS)
- Created and tuned enemy behaviors, combat encounters, and boss fight prototypes with UE5 Behavior Trees and Blueprint scripting
- Collaborated with animation, audio, and VFX teams to deliver responsive, cinematic combat experiences that aligned with creative direction
- Iterated combat systems through playtesting and feedback loops to achieve balance and optimal "game feel"
- Coordinated cross-discipline schedules and feature pipelines, ensuring alignment with design vision while minimizing technical debt
- Contributed to the development and Early Access launch of Deadhouse Sonata, leading development of the game's core combat systems during production.

Feb. 2023 – Present | Designer and Developer for an Independent Project

Warriors Way, 1-4 Multiplayer Co-op Action-Adventure game

- Designed and developed melee combat systems, including targeting, attack combos, and cinematic finishers for mob and boss fight encounters
- Scripted enemy AI and companion behaviors to create dynamic combat challenges and cooperative play
- Built and tested a networked combat architecture for 1–4 player co-op, ensuring consistency across client/server gameplay
- Conducted iterative playtests and tuning passes to refine timing, responsiveness, and progression pacing

Sept. 2022 – Dec. 2022 | Principal Product Designer for Mobile Premier League

Mobile Premier League (MPL) App and Platform

- Led a team directly under the Associate Vice President of the US Product Branch
- Facilitated interactions for cross-discipline team between Art, Design, Engineering, and Project Management and ran daily stand-ups to improve team communication and efficiency
- Owned UI/UX and FTUE flows for mobile titles, optimizing onboarding and retention metrics for app and platform as well as game titles such as BINGO and 8 Ball Blast
- Designed competitive ranked systems with progression, rewards, and monetization hooks
- US Branch eliminated when company restructured

Nov. 2020 – Sept. 2022 | Lead Game Designer for PeopleFun

Lead Designer for Wordscapes Search & Designer for Blockscapes

- Designed, created wireframes, and launched LiveOps features (seasonal events, vanity rewards) that improved player retention and monetization (IAA + IAP)
- Built and pitched KPI-driven feature proposals, including economy balancing and event reward systems tied to DAU/ARPPAU
- Collaborated with analytics team to design and interpret A/B tests on puzzle difficulty, event cadence, and monetization strategies
- Responsible for creating and monitoring outsourcing roadmap and calendar content development to meet KPI and production pipeline goals
- Accepted position with Mobile Premier League

Apr. 2019 – Aug. 2020 | Systems Game Designer for Army Game Studio

Unannounced UE4 Project: Third Person Hero Shooter at (SAIC - Science Applications International Corporation)

- Designed, presented, and scripted hero abilities, skills, gadgets, and traversal systems using UE4 GAS for tactical multiplayer combat
- Responsible for designing and scripting flying AI using Unreal's behavior tree system
- Character, Camera, and Controller design and development for multiple heroes
- Applied a rapid prototyping–playtesting–iteration cycle to fine-tune combat pacing, timing, and player feedback loops
- Federal Budget cuts eliminated project funding

EDUCATION

Aug. 2015 – May 2018 | Master of Science in Visualization from Texas A&M University

- Game Design, Graphics Design, Animation, and Programming
- Thesis Titled:
 - o A Proposed Model for a Character Progression Taxonomy in Massively Multiplayer Online Role-Playing Games

Aug. 2011 – May 2015 | Bachelor of Science in Visualization from Texas A&M University

- Game Design, Graphics Design, Animation, and Programming