

Skills

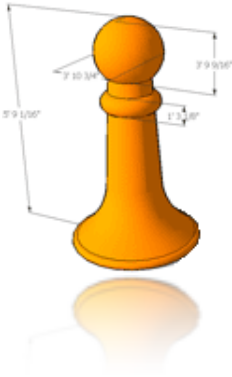
- Passionate about creating fun and innovative games
- Very self motivated
- Team Player
- World Building Tools, including Hammer, Radiant, HeroEngine, Unreal
- Designed and Built Server Side Systems
- Experience with multiple programming, markup and scripting languages Including C, C++, PHP, XML and Torque Script
- Experience with database design, tools and languages include MySQL
- Know multiple office suites, include Microsoft Office
- Experience with Adobe Photoshop CS3

Projects

- Viva! Mall Designer / Producer** **2010 - 2011**
- Helped Designed and Produced first 3D Facebook Social Game
 - Built and documented design for key elements of game like economy, quest system & progression
 - Scheduled and Managed Resource and worked with Publisher
 - Worked directly with engineers and artists to tune features and content
- Star Wars: The Old Republic World Designer** **2009 - 2010**
- Designed Quest Flow and Progression / Gating
 - Designed Quest Scripting Standards for some Systems
 - Playtest and Feedback followed by Polish / Standardization Pass on Content
- Shred Nebula Expansion Designer / Project Manager** **2008 - 2009**
- Designed expansion content, including new menu elements, GUI changes and game modes
 - Responsible for the Title Update, fixing bugs, balancing and design changes / additions
- Ink! Lead Designer / Project Manager** **2007 - 2008**
- Lead designer of a full kid's game that blended Platforming and Brawling
 - Managed and lead a team of fifteen for a year until project completion
 - Awarded UAT Sponsorship to GDC for its goals and design

Experience

- Method Solutions LLC** **2010 - 2011**
Dallas, TX
- Managed Design Meetings and Contributed to Overall Designs and Pitches
 - Producer on Studios Largest Project
 - Tested and Approved all Completed Tasks
- BioWare Corp.** **2009 - 2010**
Austin, TX
- Responsible For Redesigning Quest Flow With Team
 - Helped Train/Start All Backfill Teams
 - Helped Design Backfill Process and Standards
 - Tackled Multiplayer, Content and Flow Issues
- CrunchTime Games Inc.** **2008 - 2009**
Chandler, AZ
- Managed the Expansion for the XBLA Game Shred Nebula
 - Created Pipelines to Train New Hires on Existing Engine and Dev Units
 - Created Design Documentation for New Expansion Content, Including a New Game Mode
 - Hired, Scheduled and Managed Staff of Interns through Production
- DW Creations Inc.** **2008**
St. Louis, MO
- Internship Working on Pen and Paper Tabletop Game (Still Unreleased)
 - Worked on Game Balancing and Testing, added New Game Mechanics
 - Created Designs that Encouraged Role-playing, Problem Solved Features
 - Created the Character Creation System, and Leveling System



Education

University of Advancing Technology

2011 - Present

- Enrolled in Masters of Science in Game Production and Management
- Future Graduation: December 2012

Online

University of Advancing Technology

2006 - 2009

- Bachelors of Arts in Game Design
- Graduation: April 2009
- Course Highlights: *Applied Game Theory, Documentation and Production, Level Design*

Tempe, AZ

Slippery Rock University of Pennsylvania

2003 - 2006

- Focused on Computer Science and Information Technology
- Course Highlights: *Shell Scripting, Database, Project Management, Web Scripting, C++*

Slippery Rock, PA