

Summary

Game designer with a broad skill-set and experience in high-quality, award-winning titles. Work on Galak-Z and other games has ranged across the scope of the projects, including systems, mechanics, level, and narrative design, game-play programming, production, and leadership roles.

Skills

- **Systems Design:** Game balance, economic modeling, upgrade systems, enemy encounter & ability progression through spreadsheets and database analysis.
- **Gameplay Programming:** 3+ years, C#, Lua, Python, C++. Created character controllers, camera systems, player mechanics, AI systems, procedural generation, asset management and loading.
- **Prototyping Experience:** Physical and digital game prototypes to quickly prove out concepts.
- **Mechanics Design:** Multi-genre, with focus on combat systems (most recently, Galak-Z).
- **Level Design:** 3D and 2D level design, grayboxing and final polish, multiple genres. Level design working in tandem with procedural level generation, including designing procedural algorithms to create desired interest curves.
- **Production:** as producer / game designer, led team of 8 to ship and deliver monthly updates on BattleKasters, planning roadmap, sprints, and reviews and iteratively improving game.

Experience

Game Designer / Technical Product Manager, Artifact Technologies

April 2015 - November 2015

BattleKasters

- Corralled in-progress game design, closing off unnecessary features and redesigning non-functioning aspects.
- As product manager, led team of 7 to hit monthly ship dates with minimal bugs.
- Ran live game sessions at 6 comic conventions. BattleKasters, as a convention-only game, can adjust on the fly to player response. Developed heuristics for game setup and changing environment conditions.

Game Designer, 17-BIT

June 2012 - January 2015

Galak-Z

- Responsible for overall balance and structure. Managed all numerical data through spreadsheets, and built tool to import into game at runtime. Driver behind change to procedural (roguelike) design, which involved explicating level design, encounter design, and difficulty through algorithms, and creation of tools to enable analysis.
- Led prototyping team of 5 to create initial game over 3-month period.
- Designed and implemented mechanics, including AI and enemy design, weapons, upgrades, and enemy design.
- Ownership of new-player experience, including tutorial design and initial level design.

Skulls of the Shogun

- Concepted, pitched, coded, and produced post-launch progression features to aid multiplayer retention.

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May 2010 - September 2011

- Awards: 2012 IGF Student Showcase; *PC Gamer*, Top 10 Free Games of 2011: #2, Brazilian International Game Festival, FILE Festival, Toronto After Darkcade Festival 2012

Speaking

- You are Here. So Where am I? Designing a Location-Based Game *IGDA Monthly, Nov 2015*
- Galak-Z, Forever: Procedurally Recreating an '80s Space Anime *PAX Dev 2014*
- Design Club Live! Live! *PAX Prime 2014*
- Extra Credits: Design Club Live *Twitch, June 2014 - September 2015*
Weekly Twitch show analysing design through live plays for the Extra Credits network.

Education

DigiPen Institute of Technology

2009 - 2013