

# Mint

Game Designer & Developer

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## Objective

To design & craft experiences that leave lasting impressions on people's lives.  
To create with people who share my enthusiasm & love for the medium.

## Experience

**Love Conquers All Games**, Toronto ON — Technical Designer, QA June 2016 – Present  
Coordinated with global team to support Ladykiller In A Bind for release.

**Midboss**, San Francisco CA — Designer, QA July 2015 – May 2016  
Remote gameplay design and interface scripting for Read Only Memories launch.

**Louisville Makes Games!**, Louisville KY — Director, Co-Founder February 2015 – Present  
Created a game developer focused nonprofit & coworking space.

**UPS**, Louisville KY — Application Developer July 2013 – February 2016  
Designed and implemented business-critical C# MVC applications.  
Reduced build deployment times by 20% with automated unit tests.  
Created & maintained project plans and design docs for 8-10 person teams.

## Projects

### Release Date

**Ladykiller In A Bind**, Love Conquers All Games — Tools Programming (RenPy) Oct 2016  
Designed & coded level progression analysis algorithm, exponentially reducing QA time.  
Increased playtest actionability by creating player-choice reporting systems.  
IGF 2017 Winner: Excellence In Narrative.

**Read Only Memories**, Midboss — Design Scripting, QA (Unity) Oct 2015  
Redesigned controller UX for point-and-click interaction, co-led bugfix efforts.

**PSHNGGG!**, Zepyrware — Design Scripting, PR (Unity) 2017 (Ongoing)  
Designed visual & audio feedback systems for split-second readable action  
Created modular UI and AI for rapid, design-led development.  
Initial prototype created with a 4 person team during Train Jam.

**Selfie Assault!**, mintchipleaf — Design, Gameplay Programming (Unity) April 2015  
Designed & developed mechanical prototype for the Ludum Dare 32 game jam.

**Orison of Mercury**, mintchipleaf — Design, Project Management (Unity) Feb 2015  
Designed and programmed procedural encounter & mapping systems.  
Managed team schedule and asset production during Antholojam game jam.

## Education

**University of Louisville** — B. S., Computer Information Systems 2013  
Four year CS degree focusing in software/web development & InfoSec.