

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.