

**Objective:**

An award winning game designer with a knack and interest for creating fun, immersive, and challenging levels.

**Education:**

Savannah College of Art and Design (SCAD),  
Bachelor of Fine Arts (B.F.A) in Interactive Design & Game Development

Savannah, GA.  
May 2008

**Awards and Accolades:**

**Best board game design for "Temple Dash"** 2007  
Game Developer Exchange (GDX)  
I was one of four designers on the project  
The game received press by local news, Gamasutra, and Game Career Guide.

**Best digital game for "TANK!"** 2008  
Game Developer Exchange (GDX)  
I was a level designer and scripter on the project.

**IDGA Chapter Co-Founder:** Co-Founded the IDGA chapter in Savannah, Georgia with Brenda Brathwaite. 2008

**Dean's List:** An award given for excellence in academics. 2006-2008

**Design Skills:**

* Agile/Scrum Game design	* Game Board design	* Flash web design
* Traditional Game design	* Environment design	* Character/Weapon/Object design
* Level design	* Bug Testing	* GUI design

**Software Skills:**

* XML/Lua	* Microsoft Exel	* Laser Scan Data
* Unreal Editor	* 3DS Max (7.0 +) Maya (6.5+)	* Adobe Packages
* Warcraft 3 Editor	* ZBrush (2 +)	* Microsoft Power Point
<i>Familiar with</i>		
*C++/ Visual Studios	*Flash/Dreamweaver	* RPG Maker

**Career Related Work Experience:**

**"Tank"** 2007-2008  
An award winning, 3d, side scrolling, shooter adventure game for the PC and 360.  

- Level Designer. Worked with C++, XML, and Lua to code the level together & implement triggers.
- Designed core mechanics, dynamics, aesthetics, and enemy encounters.

**"Temple Dash"** 2007  
An award winning four-player board game.  

- Created an award winning game in three weeks.
- Designed core mechanics, game rules, and balancing systems.

**"Ship"** 2007  
A spaceship shooter developed on an original 3d game engine for the PC and Xbox 360.  

- Designed the levels and environments.
- Wrote the game's design document.
- Modeled the ships and environment.

**"Madden 09"** 2007  
EA's latest Football game and "triple A" title.  

- Worked with proprietary software to rebuild and fix laser scan data

**Student:** 2004-2008  

- Studied under Brenda Brathwaite, a game designer of 24 years that worked on the award winning Wizardry series.
- I received knowledge about the game industry and its pipeline including Game Mechanics, Dynamics, Aesthetics, System Design, and Narrative.

**Gamer:**

- I love playing any type of game (video, board, or card), and I possess great passion for designing them.