

### Education

- University of Utah – Master of Entertainment Arts & Engineering, Game Design focus (2022)
- SUNY Geneseo – B.A. English Lit, Creative Writing focus (2012)

### Skills & Certs

- Clear, concise, visually oriented design documentation
- Scripting: UE Blueprints, Lua
- UE Sequencer
- Rapid prototyping, rapid blockouts
- Modularity & metric best practices
- Optimization & level streaming
- Nav mesh best practices
- Basic modeling, collisions, lighting
- Design rubrics & mood mapping
- Understanding of landmarks, paths, sightlines, affordances, etc
- Architectural focus with eye for composition & shape language
- Environmental storytelling
- Collaborative, iterative, resourceful
- Design: level, narrative, puzzle, combat, chase, horror
- Certified Scrum Master (CSM), Agile

### Tools

- Engines: Unreal Engine 4 & 5, Unity
- Creative: Maya, Photoshop, Illustrator, Dungeon Draft, Miro
- Source-control: UGS, Perforce, Git
- Project-tracking: JIRA, Confluence

### Accomplishments

- Won internal game jam competitions for narrative (2024) & design (2025) while at Mob Ent
- Founded & grew my own house-painting business (2017 – 2019)
- Hiked over 1,100 miles of the Appalachian Trail (2018)

## Level Design Experience

### **Poppy Playtime Series** (UE5, Survival-Horror, Mob Entertainment)

#### ❖ **Poppy Playtime: Chapter 5** (3/25 – 8/25)

- Owned 3 levels from concept to 1<sup>st</sup> playable
- Designed & implemented 6 substantial puzzles, 1 chase
- Documented systemic narrative methods to guide writers
- Partnered with the Environment Art team to evolve designs early & meet each discipline's goals & deadlines
- Provided leads with multiple design solutions & articulated scope trade-offs to inform decision-making as the game evolved
- Proactively coordinated buy-in from downstream stakeholders & persistently followed up across disciplines to keep us aligned

#### ❖ **Poppy Playtime: Chapter 4** (1/24 – 2/25)

- Owned 5 levels from concept to ship; contributed to 15 total
- Designed & implemented 8 substantial puzzles, 1 mini-boss
- Spearheaded the definition of LD team standards & metrics
- Collaborated with Engineering to craft clear, concise tech specs
- Co-led a critical feature testing & evaluation strike team
- Adapted designs through a series of scope-reduction initiatives
- Assisted short-staffed Animation team with 10 level sequences
- Became the team's combat encounter implementation expert
- Mentored 3 junior level designers before we hired a senior lead

#### ❖ **Poppy Playtime: Chapter 3** (11/22 – 1/24)

- Owned 4 levels from concept to Alpha; contributed to 10 total
- Designed & implemented 6 substantial puzzles, 1 chase
- Designed & prototyped over a dozen environmental mechanics
- Prototyped the initial version of the game's final boss encounter
- Applied stakeholder critiques & playtester feedback to relentlessly iterate engaging, atmospheric, readable blockouts
- Facilitated knowledge-transfer before transitioning to another project; returned to lead a polish strike team on critical levels

### **Project: Playtime** (UE4, GaaS Asymmetric Multiplayer Survival-Horror, Mob Entertainment, 8/23 – 12/23)

- Owned 2 maps in seasonal GaaS pipeline
- Authored engaging new maps using existing mechanics & assets
- Balanced maps for teams with asymmetrical abilities & mobility
- Learned some lighting & Niagara effects to help small team
- Optimized lighting, effects, static meshes, & collisions myself

### **Sword of Atlas** (UE4, Tactics RPG, FAFO Studio, 9/21 – 5/22)

- Owned 6 levels from concept to ship
- Scripted objectives, encounter events, & dialogue triggers
- Balanced combat around verticality, sightlines, & tile effects
- Composed layouts to frame POIs & thematic hero vistas