

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, nodes, districts, boundaries, 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 1st 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