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## EXPERIENCE

### Co-owner

Toyful Games / 2020 - Present

Two person indie studio developing unique and accessible games for everyone. Responsible for every aspect of development: game design, programming, art, production, and marketing.

### Senior Designer Programmer

NBCUniversal / 2018 - 2019

Hybrid Game Designer and Programmer on a small creative team responsible for brainstorming, pitching, and prototyping new game concepts. Provided assistance for 3rd party developers.

### Advanced Game Designer

Schell Games / 2016 - 2018

Lead Designer on multiple game projects. Crafted several game pitches for external partners, prototyped new game concepts, led studio skill development groups, and managed internal blogs.

### Senior Designer Programmer

Disney Interactive / 2010 - 2016

Hybrid Game Designer and Programmer on a variety of casual mobile puzzle games. Organized multiple studio skill development workshops, game design presentations, and internal blogs.

### BS Computer Science, BFA Computer Art

Syracuse University / 2006 - 2010

## SKILLS

### Extensive experience with

- Unity
- C#
- UI/UX
- Gameplay polish
- Office Suite (Word, Excel, Powerpoint)
- Rapid prototyping
- Play-testing
- Leading brainstorming
- Design documentation

### Familiar with

- C++
- Unreal (Blueprint)
- Photoshop
- Maya, Blender
- Version control
- Video editing
- Web design
- Behavior trees

## OVERVIEW

Experienced Game Designer with multidisciplinary skillset, excelling in effective communication and collaboration. Expertise in game "feel", working with new and existing IP, rapid prototyping, leading brainstorming, design documentation, and delivering high quality detail.

## GAMES



### Very Very Valet

Co-creator / Console / 2021

One of two developers, sharing design and programming tasks across the project. Led development for character animation system, UI implementation, game feedback, and writing. Managed contract 2D and 3D character artists.



### Jedi Challenges DLC

Lead Designer / Mobile AR / 2018

Led development and design on new AR lightsaber duels. Set project goals, aligned team vision, worked with IP holders, and presented to the executive team. Implemented, iterated, and play tested new combatants using behavior trees.



### Where's My Water?

Game Designer, Programmer / Mobile / 2011

Winner of the 2012 Apple Design Award. Developed the initial prototype to prove out core mechanics. Responsible for core gameplay mechanics, level editor support, player feedback, level design, and UI implementation.



### Disney Emoji Blitz

Game Designer, Programmer / Mobile / 2016

Responsible for game "feel" and clear gameplay communication to deliver a best-in-class Match 3.



### Odyssey by UPMC

Lead Designer / Mobile / 2017

Led design on a suite of healthcare programs using game design principles, with an emphasis on engaging content.



### Crash, Boom, Ham!

Lead Gameplay Programmer / Mobile / 2016

Implemented core gameplay systems: character controller, dynamic camera, level mechanics, and overall game "feel".



### Stack Rabbit

Lead Gameplay Programmer / Mobile / 2014



### Inside Out: Thought Bubbles

Game Designer, Programmer / Mobile / 2015



### Where's My Perry?

Game Designer, Programmer / Mobile / 2012