

Technical Skills

Programming/Scripting

C++, C#, Lua, many proprietary scripting languages (C-style code & visual script)

Level Editing

Radiant, Unreal, Unity, Hammer, many proprietary level editors (3D & 2D)

Supplementary Skills

Visual Studio, Perforce Helix, TortoiseSVN, Git

Professional Experience

TREYARCH Santa Monica, CA
Designer (temporary) 2021-2022

shipped CALL OF DUTY: BLACK OPS 5

Scripted level objectives, enemy spawns, and mechanics in ZOMBIES survival mode

shipped CALL OF DUTY: VANGUARD

Created all launch & season 1 challenges system for ZOMBIES mode

Associate Designer (temporary) 2017-2019

shipped CALL OF DUTY: BLACK OPS 4

Scripted level objectives, enemy spawns, and mechanics in ZOMBIES survival mode

prototype CALL OF DUTY

Scripted level objectives, enemy spawns, and NPC behavior in co-op & MP mode

HEAVY IRON STUDIOS Los Angeles, CA
Associate Designer (temporary) 2013, 2014, 2015

shipped DISNEY INFINITY (Wii)

Scripted level objectives and enemy spawns in PLAY SET story mode

shipped DISNEY INFINITY 2 & 3 (mobile)

Scripted tutorial objectives in TOY BOX game creation mode, designed touch controls

shipped FAT CITY

Designed and built levels in a 2.5D puzzle game

ID SOFTWARE Mesquite/Richardson, TX
Associate Designer 2011-2012

prototype DOOM

Scripted level objectives, enemy spawns, and NPC behavior in a single-player mode

Education

UNIVERSITY OF SOUTHERN CALIFORNIA Los Angeles, CA
B.S. in Computer Science Graduated 2023

THE GUILDHALL at SOUTHERN METHODIST UNIVERSITY Plano, TX
Certificate in Digital Game Development (Level Design) Graduated 2010

UNIVERSITY OF SOUTHERN CALIFORNIA Los Angeles, CA
B.A. in Interactive Entertainment, Minor in Computer Science Graduated 2008

Achievements

2011 INDIE GAME CHALLENGE \$100,000 Grand Prize (non-professional)