



TECHNICAL SKILLS

Programming/Scripting

C++, C#, Python, Lua, Kismet, proprietary languages (code & visual script)

Level Editing

Radiant, Unreal, Unity, Hammer, proprietary level editors

Supplementary Skills

Microsoft Visual Studio & Office Suite, Perforce Helix, Adobe Photoshop

PROFESSIONAL EXPERIENCE

TREYARCH Santa Monica, CA
Associate Designer - Contract Aug 2017 - Mar 2019
CALL OF DUTY: BLACK OPS 4 - scripted levels & systems in ZOMBIES and more

HEAVY IRON STUDIOS Los Angeles, CA
Associate Designer - Contract Mar-Oct 2013, Apr-Nov 2014, Feb-Oct 2015
DISNEY INFINITY 1 (Nintendo Wii) - scripted levels in PLAY SETS
DISNEY INFINITY 2 & 3 (Mobile) - scripted levels & systems in TOY BOX
FAT CITY - designed & edited levels in a puzzle game

ID SOFTWARE Mesquite/Richardson, TX
Associate Designer - Full-Time May 2011 - Jan 2012
Design Intern - Contract Feb-May 2011
DOOM 4 (unreleased) - scripted levels & systems in single-player

THQ Agoura Hills, CA
Design Intern - Contract May 2008 - May 2009
UFC UNDISPUTED 2009 - assisted design & production

EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA Los Angeles, CA
B.S. in Computer Science (in progress) expected graduation Dec 2021
studying software engineering, computer theory and math

THE GUILDHALL at SOUTHERN METHODIST UNIVERSITY Plano, TX
Certificate in Digital Game Development graduated Dec 2010
studied game development process with specialization in level design

UNIVERSITY OF SOUTHERN CALIFORNIA Los Angeles, CA
B.A. in Interactive Entertainment, Minor in Computer Science graduated May 2008
studied interactive media & game design, programming, film, animation and more

ACHIEVEMENTS

2011 INDIE GAME CHALLENGE - won \$100,000 Grand Prize for non-professional game