



CONTACT

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PORTFOLIO

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DESIGN SKILLS

Game Design / Level Design /  
System Design/ Multiplayer Design

SOFTWARE SKILLS

3ds Max Unity  
Maya Unreal  
Photoshop Source SDK  
Microsoft Office Creation Kit  
ZBrush

INTERESTS

Cinema / E-Sports  
Music / Photography / Podcast Host /  
Coffee / Pizza

EXPERIENCE

- # Jun 2017 > Present  
Game Designer @ Mobilityware
• Analyzed live user data to improve product revenue & retention.
• Came up with multiple game ideas selected from over a hundred pitches, to bring originality to an ever competitive mobile market.
• Crafted over 200+ levels, not including the tuning of any live levels.
• Managed a small team of designers to give best practices for match-3.
- # Aug 2015 > Jun 2017  
Game Designer @ Jam City
• Oversaw the creative direction of games through Development and Live phases.
• Crafted over 300+ levels, not including the tuning of any live levels.
• Constructed creative gameplay systems to improve user experience, engagement, and monetization on live games.
- # Nov 2014 > Jul 2015  
Lead Level Designer @ Tic Toc Games
• Provided level layouts for 50+ levels; level geometry, encounters and puzzle design.
• Provided design docs to establish new tools for workflow & new mechanics.
• Worked closely with the creative director to establish enemies & obstacles.
- # May 2012 > Nov 2014  
Game Designer @ WayForward Technologies
• Created level layouts, puzzle design, overworld quests, and dungeon creation.
• Responsible for world building: from whitebox to enemy placement to placing art.
• Created specs for new obstacles & features.
• Wrote out missions and implemented in-game.

SHIPPED TITLES

Tropical Treats iOS / Android
Genies & Gems iOS / Android / Facebook
Book of Life: Sugar Smash iOS / Android / Facebook
Adventures of Pip Xbox One / PS4 / WiiU / iOS / Android
Shantae and the Pirates Curse Xbox one / PS4 / Nintendo Switch / 3DS / PC
Adventure Time: Secret of the Nameless Kingdom Xbox 360 / PS3 / 3DS / PC / Vita
Wonder Momo iOS / Android

EDUCATION

#Jun 2009 > Dec 2011
Bachelors of Science -Game Art & Design @ Art Institute of California - Orange County