

technical game designer

Profile

Detail-oriented and versatile game designer with expertise in written mediums. They specialize in narrative design, and carry an in-depth understanding of the industry's technical development and production processes. With 1-2 years of industry experience, he aims to bring his expertise and a diverse voice to the table.

Experience

Monte Cook Games, LLC.

Assistant Editor, Designer | Jan. 2021 - Jun. 2021

- Revisions, validations, and provided layout for Ptolus: Monte Cook's City by the Spire
- Data entry and programming The Darkest House application
- Continued implementation work in present for digital products

Vivid Foundry

Generalist Unity Developer, Level Designer | Aug. 2021 - present

Projects

Solace State

 cyberpunk 3D visual novel

ROLE: Generalist Developer

- Created and implemented UI objects, animations, and shaders
- Character placements and UI management within levels
- Set up animated shaders and textures for character objects

TECHNOLYMPUS

 cyberpunk interactive fiction

ROLE: Project Manager, Technical Design

- Created project base, visuals, and developed world and writing
- Programmed and implemented technical narrative structure using YarnSpinner

Seeds of Judgement

 narrative management sim

ROLE: Programming, Technical Narrative Design

- Part of the Cartomancy: Tarot Game Anthology
- Maintained documentation, asset lists, and team coordination
- Developed mechanics/main gameplay loop, and tools for audio and narrative implementation

Education

Bachelor of Game Design

Sheridan College | 2017 - 2021

Skills

- Versatile & Adaptive Style
- Organization and Planning
- Iterative Playtesting
- Strong Communication
- Detail-Oriented Design
- World-building, Mechanical, and Narrative Development

Tools

- Adobe CC (Photoshop, Premiere Pro, Illustrator)
- Atlassian Suite (JIRA, Trello)
- Microsoft Suite (Word, Excel, Powerpoint)
- Twine (HTML, CSS)
- Unity (C#, YarnSpinner)

Interests

- JRPGs & MMOs
- Creative Writing
- Queer & Fantasy Fiction
- Tabletop Roleplaying Games

