

ABOUT ME

A positive and passionate creator with 12 years of experience working on AAA, AA, and Indie projects. Collaborated with all disciplines, using both proprietary and industry standard tools, editors, and workflows. Striving to learn, lead, and promote an inclusive and collaborative working environment.

EXPERIENCE

Liquid Swords Senior Designer November 2023 - Present	Senior Designer on Samson: A Tyndalston Story, an open-world action brawler released in April 2026. Responsible for the conception, documentation, and implementation of the campaign missions. Contributed to the design and creation of open-world story events that support the overall narrative and themes of the campaign. Collaborated with System Design to concept the unique segmented day cycle and rouge-like elements of the game loop.
Deep Silver Volition Designer III June 2018 - August 2023	Encounter Designer (2020-2023) on Saints Row, an over-the-top and high-action open-world game released in August 2022. Responsible for establishing and maintaining a high level of quality for combat encounters in the campaign and open world activities. Collaborated with content creators to establish a framework for creating robust encounters, outlining standards for encounter types, pacing and intensity, and best practices for implementation with the combat systems. System Designer (2018-2020) on Saints Row. Responsible for designing and implementing the game’s weapon and enemy ability systems, as well as the weapon customization systems. Collaborated with Art, VFX, Animation, and Programming teams to create diverse weapons, enemies, and combat systems in the game.
Deep Silver Volition QA Analyst March 2017 - June 2018	QA Analyst on Agents of Mayhem, an open-world third-person action game released in August 2017. Responsible for finding, reproducing, and documenting bugs for character ability progression and game build stability.
Anvil Drop Design Director June 2013 - March 2017	Design Director and Lead Designer of Anomaly 1729, an indie 3D puzzle adventure game released in December 2015. Designed and implemented gameplay systems, level layouts, puzzles, and world design. Oversaw team’s development of music, sound effects, art, animation, and narrative.

TOOLSETS

- Unreal Engine 5 (3 years)
 - Unreal Engine 4 (3 years)
 - Volition CTG Editor (6 years)
- Miro
 - Jira
 - Hansoft
 - Confluence

EDUCATION

- 2009-2013 | Full Sail University
- Bachelor of Science Game Design
- GPA 3.93
 - Class Salutatorian