GAME DESIGN

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EDUCATION

Northeastern University   Boston, MA
Bachelor of Fine Arts in Game Design   **Dec. 2019**
     • Minor in English   **GPA: 3.93**
Honors and Awards: Member of Honors Program, Recipient of Dean's Scholarship, Dean's List Every Semester
Achievements: Graduated with a BFA, a minor, and 3 internships in a total of 3.5 years

SOFTWARE PROFICIENCIES

Software: Unreal Engine 4 (Including Blueprints), Unity, Adobe Illustrator, Photoshop, InDesign, Autodesk Maya, Java, Python, Processing, visual scripting, Wireframes/Storyboards (Balsamiq, Indigo), Github, SVN, Perforce, Microsoft Office Suite, Jira, Slack, Trello, Basecamp, ZenHub

EXPERIENCE

Schell Games   **Pittsburgh, PA**
Game Design Intern   May 2019 - Aug. 2019
• Contributed to a multi-million dollar theme park attraction for a major entertainment company (under NDA, please ask for password for confidential Schell Games page on portfolio for additional details)
• Designed a series of PvE and PvP digital minigames that can be played and enjoyed by audiences of over 100 people of all demographics at any one time
• Rapidly prototyped 3D levels in VR, worked in Unreal Engine and Blueprints to refine prototypes and define game feel and user experience
• Created 3D maps/environments using Maya and Unreal and 2D maps in Photoshop
• Wrote internal and external design documentation as well as creative, thematic sell-sheets

Prospero Hall (Funko Games, formerly Forrest-Pruzan Creative)   **Seattle, WA**
Game Design Intern   June 2018 - Aug. 2018
• Developed a variety of interactive tabletop games and created content for a polished mobile app
• Created multiple prototype iterations for projects and redesigned according to playtesting data
• Worked with high profile licenses (Disney, Black Mirror, Jaws) and well-known publishers (Asmodee, Ravensburger)
• Produced multiple projects and organized meetings and playtests for those projects
• Playtested games and ran QA sessions with target audiences in a fully-equipped usability lab
• Conducted market research and outlined target demographics and psychographics

Buffalo Games   **Remote/Buffalo, NY**
Game Design Intern   Sept. 2019 - Jan. 2020
• Pitched original game ideas and developed concepts for tabletop and hybrid games
• Wrote documentation and participated in creating presentations to pitch to clients and buyers
• Conducted and organized playtests, wrote playtesting procedures

Paidia Studios   **Boston, MA**
Producer, Designer   Feb. 2017 - Jan. 2020
• Performed scheduling for an alternate/augmented reality game (mediums: web, app, analog)
• Assigned weekly tasks to team and held team accountable for deadlines using Agile Scrum framework
• Led meetings, created agendas and ensured team covered all agenda items while remaining organized
• Communicated with all departments, acted as a pipeline between the web development team, app development team, and content creation team to ensure efficient workflow
• Designed engaging puzzles and quests that enhanced the game's narrative and incorporated augmented reality

ADDITIONAL EXPERIENCE

GDC Conference Associate 2019 | Game designer for Playworks (Jan. 2017-May 2017)