

# GAME DESIGN

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## EDUCATION

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Northeastern University

Bachelor of Fine Arts in Game Design

- Minor in English

Boston, MA

Dec. 2019

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

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**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

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Schell Games

Game Design Intern

Pittsburgh, PA

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)

Game Design Intern

Seattle, WA

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

Game Design Intern

Remote/Buffalo, NY

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

Producer, Designer

Boston, MA

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

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