

GAMES

FORTNITE: BATTLE ROYALE (2021-PRESENT)

- Owned and designed multiple major gameplay features over the tenure of three years, such as Augments, Jujutsu Kaisen collab, Ballistic Shield, Nitro Gauntlets, Metallica collab, and others.
- Worked alongside design leaders to define vision for gameplay features, made iterations and creative proposals where needed, and helped realize the end result through close collaboration with art, animation, and audio teams.
- Created most gameplay features by hand through UE5 blueprinting + Gameplay Ability System, and used a mix of UI and 3D modeling skills to help visualize ideas during prototype.

SWORD OF ATLAS (2021-2022)

- Took system design ownership in a graduate capstone project involving 10 other students, using UE5 blueprints to create a mock skill/attribute system for a TRPG.
- Contributed to multiple additional parts of the project, including sound design and UI design and implementation.

SKILLS & SOFTWARE

Development:

- Unreal Engine 5
- Unity
- Game Maker

Graphical:

- Photoshop
- Maya, Blender
- After Effects

Production:

- Jira
- ShotGrid
- Google

Code/Source:

- C++, C#, Ruby
- Visual Studio
- Perforce

Core Gameplay and Combat Design. Experienced at defining and expanding core gameplay loops and finding the fun, especially for PVP and shooter combat.

Implementation and Collaboration. Adept at doing implementation and quickly prototyping new ideas for playtest. Shared experience in art and programming disciplines helps communication with downstream teams.

EDUCATION

UNIVERSITY OF UTAH

Salt Lake City, UT

- Master's in Game Design & Production
- Began 2020, graduated May 2022

THE COLLEGE OF WOOSTER

Wooster, OH

- B.A. in English, B.A. in Spanish
- Dean's List, Spanish Ntnl. Honor's Society
- Began 2015, graduated May 2019

EXPERIENCE

EPIC GAMES

Gameplay Designer

- Designs, implements, and owns gameplay features in popular shooter *Fortnite: Battle Royale*.
- Started in September 2021