

EXPERIENCE

Development Support III - The Coalition - Gears 5, Forza 5, Halo Infinite

MARCH 2020 - SEPTEMBER 2021

- Identified problems, created bug reports, and verified bug fixes
- Tested a wide variety of game content (Campaign, Multiplayer, Progression, Networking, Cosmetics, UI, Crashes, Matchmaking, Rewards, Crossplay, Upgrades, Game Modes, Mutators, Visuals, etc.)
- Helped ensure a stable and successful launch of new campaign content for Gears 5 (Hivebusters DLC)
- Performed a variety of tests to verify stability, progression, and fun-factor for Forza 5 and Halo Infinite
- Coordinated with substantial group of team members to perform large scale playtests
- Communicated directly with Designers and programmers to help rectify gameplay problems
- Experienced with Jira and other software to collect data and create concise bug reports

Gameplay/Level Designer - Lasalle College - Team Project - Cyber Gauntlet

JULY 2018 - JUNE 2019

- Designed a complete game from concept, pre-production, development, art, bug testing, and polish
- Created succinct game design documents to guide the vision of our project
- Developed mechanics and player abilities that created fast-paced and engaging interactions
- Conceptualized and tuned enemy behaviors to provide diverse gameplay moments
- Devised creative levels which promoted the use of a variety of movement abilities
- Coordinated with a team of 14 members to form an effective coalition

Game Designer - Lasalle College - Solo Project - Koala Krawler

JULY 2018 - March 2020

- Designed a complete game from concept, pre-production, development, art, bug testing, and polish
- Created captivating gameplay loop which encouraged players to explore a dungeon, collect loot, and defeat enemies
- Designed engaging combat mechanics to provide fun and fluid melee combat
- Conceived a diverse pool of unique abilities to enhance the player's character
- Tested and adjusted weapons, abilities, and enemies to balance gameplay

Game Designer - Global Game Jam - Team Project - TRANSFISHIN'

JANUARY 2018 - JANUARY 2018

- Successfully developed a game within 48 hours
- Designed game mechanics and a gameplay loop that revolved around a specific theme
- Implemented art and audio to strengthen gameplay feedback

Game Designer - Lasalle College - Team project - Observatory

NOVEMBER 2018 - DECEMBER 2018

- Prototyped a variety of game ideas to create a calming and relaxing Virtual Reality experience
- Game was officially published by LiminalVR

RELATED EXPERIENCE

Shipping and Receiving/Driver - Fabricana Imports

SEPTEMBER 2014 - OCTOBER 2017, SEPTEMBER 2021 - OCTOBER 2022

- Successfully communicated with over 30 staff members to accurately coordinate shipments and deliveries
- Efficiently managed my time to consistently meet deadlines

SKILLS

Microsoft Office: **Word, Excel, PowerPoint, OneNote**

Game Engines: **Unity, Unreal Engine 4**

Other Software Skills: **Photoshop, Autodesk Maya, Jira, Wwise**

Personal: **Teamwork, Communication, Documentation, and Self-Management**

EDUCATION

Game Design Diploma - Lasalle College Vancouver

OCTOBER 2017 - JUNE 2019

- Playtested content, identified problems, verified bug fixes, and iterated on designs
- Created feature brief documents, MDA analysis documents, and systems design spreadsheets
- Designed gameplay loops, multiplayer and single player levels, enemy behaviors, D&D classes and monsters, physical board games, and physical card games

Business Management Diploma - Kwantlen Polytechnic University

JANUARY 2014 - MAY 2016

- Graduated from comprehensive program with an emphasis on documentation, communication, and collaboration

ACHIEVEMENTS

Certificate of Recognition - Lasalle College Vancouver

- Received Dean's Honour Roll with a GPA of 3.7