**Skills**

**Level Design**

* Unreal Engine 4
* Skyrim Creation Kit
* Unity 3D
* CryENGINE
* Aurora Toolkit
* Source SDK

**Art**

* Adobe Photoshop
* Adobe Illustrator
* Adobe Premiere Pro
* Maya
* 3DS Max
* UV Mapping

**Scripting**

* UE4 Blueprint
* Lua
* C++
* Papyrus
* VHammer Script

**Other**

* Microsoft Office
* Agile SCRUM
* Perforce
* Trello
* JIRA
* Open Broadcaster   
  Software (OBS)

**Professional Experience**

**Days Gone – 3rd Person Action-Adventure Open World Game**

* Designed, iterated, and shipped several main story missions, SIE Bend Studio  
  and side missions in the open world. May ‘15 - April ‘19
* Setup and maintained blueprints of assigned missions. Unreal 4
* Collaborated with other disciplines to design layouts and   
  create unique scripted gameplay encounters.

**Days Gone – DLC: Dead Before Daylight Challenge**

* Documented, designed and iterated on the Challenge SIE Bend Studio  
  from concept to final delivery. April ‘19 - Oct. ‘19
* Scripted and balanced the waves of the horde, and Unreal 4  
  designed and tuned sub-objectives and medal scores.
* Worked with other disciplines to create special door and window   
  blueprints. Helped design a new gun, the Growler minigun.

**School Experience**

**Identity – 3rd Person Stealth Game**

* On 3 levels, placed meshes and lighting in the levels. Guildhall Project
* Maintained scripts for several different types of doors. 6 months

**Brothers’ Nightmare – Skyrim**

* Created a main quest with 3 endings and 2 side quests. 8 Week Solo Project
* Created complex dialogue trees that provided options Skyrim Creation Kit  
  based on items acquired, previous dialogue, and quest stages.

**Test Subject – Half Life 2: Episode 2**

* Scripted friendly headcrab command system. 6 Week Solo Project
* Designed puzzles to utilize headcrab companion. Source SDK

**Education**

**The Guildhall at Southern Methodist University**

* Certificate in Digital Game Development. Jan ’13 – Dec ‘14
* Specialization: Level Design.

**Abilene Christian University**

* Major: Information Technology. Aug ’08 – Dec ‘12
* Minor: Digital Entertainment.

**Hobbies / Interests**

* Renaissance Festivals
* Dungeons & Dragons
* Board Games (**Betrayal at House on the Hill** and **Cosmic Encounters**)
* Horror (Movies, Books, Games, etc)