



## SKILLS

- ◆ **Level Design:** BSP construction, terrain editing, actor placement, lighting, AI, Unreal Matinee, dialog writing, quest design, agile scrum
- ◆ **Scripting/Programming:** Lua, Unreal Kismet, Hammer I/O Scripting, Papyrus (*Skyrim*), C#
- ◆ **Tools:** Unreal Editor (UDK), Source SDK, Corona SDK (Lua based), Creation Kit (*Skyrim*), Torque X, Adobe Photoshop CS5, 3DS Max, Google Sketchup, Microsoft Office, Audacity, Garage Band, Tortoise SVN
- ◆ **Additional Skills:** Level and Game Design Documentation, Japanese language, music composition

## GAME EXPERIENCE

**“Good Neighbors”** Level Designer – solo project Development Time: Eight Weeks  
Gears of War single-player level

- ◆ Constructed a derelict corporate research structure over the ocean for the player to infiltrate
- ◆ Made extensive use of skeletal meshes actors via scripted events and Matinee sequences to foster a horror aesthetic where the player feels hounded
- ◆ Created custom assets in 3DS Max and Photoshop (turbine fan and exterior signs) to use in-game

**“The Haunted Keep”** Level Designer – solo project Development Time: Four Weeks  
Unreal Tournament 3 deathmatch level

- ◆ Created a 16-player multiplayer death match level set in a futuristic vampire stronghold where players fight for the right to become the “monster master” of the keep
- ◆ Created a 3D coffin (in 3DS Max and Photoshop) which opens when the moon reaches its highest point to reveal several powerups
- ◆ Created an idyllic European-style village for the skybox entirely from BSP

**Fallen Kingdom** Game Designer / Programmer – team of 2 Development Time: Four Months  
Turn-based strategy game

- ◆ Authored 50% of game design and documentation, including UI and balance, for a game for iOS and Android devices
- ◆ Solely designed and implemented timed action sequences via the Lua programming language
- ◆ As part of my master’s thesis, researched the viability of minigames (as opposed to pure chance) as a mechanic for improving player character performance in a turn-based strategy game with touchscreen controls

**Rite of Elements** Level Designer / Sound Designer – team of 15 Development Time: Six Months  
Third-person puzzle/adventure game (UDK)

- ◆ Solely designed and authored level design documentation for the game’s second level, an underground aqueduct system with water-based puzzles
- ◆ Composed six original songs for the score in Apple’s Garage Band; recorded and edited over a hundred lines of dialog; imported/edited/created sound effects for entire game
- ◆ Built and scripted two of the level’s puzzles in Kismet and Matinee



## “A New Prospekt”

Level Designer – solo project

Development Time: Six Weeks

Half Life 2 Single player level

- ◆ Created a context sensitive squad command system with two specialist NPCs
- ◆ Rapidly researched engine’s capabilities and ways to push its limits through scripting on my first level with Source SDK, a prison rescue mission
- ◆ Scripted custom HUD component for tracking how many NPCs the player is protecting are still alive

## Operative 99

Lead Level Designer – team of 5

Development Time: Eight Weeks

First-person shooter (UDK)

- ◆ Scripted all enemy encounters via Kismet
- ◆ Constructed BSP geometry and skybox for main level
- ◆ Extensive work in sound cue editor to create sound effects for a helicopter, the “boss” of the game

## OTHER EXPERIENCE

Maxceed Co. Ltd. / Yokohama, Japan Public Schools

August 2008 – April 2010

English Teacher

- ◆ Worked with Japanese public school teachers to design lesson plans
- ◆ Created fun, original classroom activities that encouraged student participation
- ◆ Taught English lessons to students at three elementary schools and two junior high schools
- ◆ Presented piano duet concerts with Japanese faculty

## EDUCATION

The Guildhall at SMU

January 2011 – December 2012

Plano, TX

- ◆ Master of Interactive Technology, specialization in Level Design
- ◆ Wrote Thesis; “Adapting Console Mechanics for Mobile Audiences: Timed Action Sequences on Touch Screen Devices”
- ◆ GPA: 3.9

Purdue University

August 2003 – July 2007

West Lafayette, IN

- ◆ Bachelor of Arts in Japanese Language, Bachelor of Arts in Asian Studies
- ◆ GPA: 3.6
- ◆ Study abroad at Tsukuba University (Japan), August 2005 – June 2006