

QUALIFICATIONS

- Working with large professional teams on AAA game titles in game scripting and design.
 - Single player and multiplayer game/level design, technical documentation, graphic design, interdisciplinary coordination, team education.
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PROJECTS

Crystal Dynamics, Redwood City, CA 2012 - Current

"Rise of the Tomb Raider" : Game Designer **Xbox 360/Xbox One/PC** **2015 - 2016**

- Primarily responsible for design/implementation of Expeditions content: Remnant Resistance, Score Attack, Endurance Mode (DLC), Cold Darkness Awakened (DLC). Contributed to main campaign tutorials and secondary collectible content. Trained/supported teams in Redwood City and Montreal on content authoring and maintenance.
- Responsible for the design and scripting implementation of Remnant Resistance; created a modular, robust, extensible mission system that could be handed to a junior designer for in-level implementation. Worked closely with a junior LD and guided implementation across both Remnant Resistance maps.

"Lara Croft and the Temple of Osiris" : Game Designer **Xbox One/PS4/PC** **2013 - 2014**

- Responsible for world interactivity design/scripting, setpieces, boss fights. Specialization in network multiplayer and content synchronization.
- Participated in marketing effort through online development diaries and press presentations at E3.
- Member of foundational design team; contributed for entire project lifespan.

"Tomb Raider" : Game Designer **Xbox 360/PS3/PC** **2012**

- Provided design support for the hunting system. Authored population frequency, spawn/despawn locations, and ensured AI had reasonable pathways and playspaces for satisfying hunting experiences.

Rockstar Vancouver, Vancouver, BC, Canada 2010 - 2012

"Max Payne 3" : Game Designer/Scripter **Xbox 360/PS3/PC** **2010 - 2012**

- Responsible for gameplay scripting; significantly contributed to over half of the levels in the game.
- Worked with animation logic systems and implemented in-game animations.
- Served as a liaison between animation, programming, and design for the cover system; responsible for educating an international team on rules, standards, and best practices. Trained QA on proper bug regression for new systems. Authored and maintained comprehensive studio wiki pages. Became the point-of-contact for disseminating new information and fielding questions/concerns.

Rockstar San Diego, Carlsbad, CA 2009-2010, 2012

"Red Dead Redemption Undead Nightmare Pack" : Ambient Designer **Xbox 360/PS3** **2010**

- Responsible for the implementation of the Survivors' Tasks missions. Implemented seamless cutscenes, preloading/unloading, in-game dialog, objectives, journal entries, fail/success conditions.
- Maintained sub-mission systems.
- Trained and supported two additional scripters during project lifespan.
- Served as main point of contact for asset delivery (cutscene/audio/etc), systems issues, and design pertaining to Survivors' Tasks.

"Red Dead Redemption" : Ambient Designer **Xbox 360/PS3** **2009 - 2010**

- Member of the Ambient Design team with an emphasis on the implementation and design of the Stranger's Tasks.
 - Scripted, debugged, and supported all Red Dead Redemption Stranger's Tasks from concept to final product, including: seamless cutscene-to-gameplay transitions, preloading/unloading, in-game dialog, objectives, journal entries, fail/success conditions.
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RELATED EXPERIENCE

Applied Computer Graphics Program, California State University Chico, Chico, CA **2007-2009**

Teaching Associate, Lecturer

Courses taught: APCG 495: *Advanced Production*, APCG 170: *Video Game Design*, and APCG 370: *Video Game Development*.
Advanced to Lecturer in 2009.

Game Developer's Conference CA Program, San Francisco, CA **2007, 2008, 2009**

Conference Associate

Worked in a team of over 300 volunteers to facilitate events during the 2007, 2008, and 2009 Game Developers Conference.

EDUCATION

California State University Chico, Chico, CA **Summer 2009**

M.S. in Applied Computer Graphics

Thesis: *"High Noon: Developing a Video Game Production Pipeline for Chico State Game Studios"*
Graduated with distinction, 4.0 GPA.

California State University Chico, Chico, CA **2005**

B.S. in Applied Computer Graphics

Minors in Computer Science and Communication Design, Honors in General Education and Applied Computer Graphics.

REFERENCES AVAILABLE UPON REQUEST