



### Technical Skills

#### Programming/Scripting

- C++, C#, Lua, Kismet, TorqueScript, proprietary code + visual languages

#### Level Editing

- Radiant, Unreal, Unity, Hammer, Torque 2D, proprietary level editors

#### Supplementary Skills

- Adobe Photoshop, Autodesk Maya, Perforce, Microsoft Office

### Professional Experience

**Treyarch** Santa Monica, CA  
**Associate Designer** AUG 2017-MAR 2019

- Level Scripting + Editing, System Scripting on CALL OF DUTY: BLACK OPS 4

**Heavy Iron Studios** Los Angeles, CA  
**Associate Designer** MAR-OCT 2013, APR-NOV 2014, FEB-OCT 2015

- Level Scripting + Editing on DISNEY INFINITY 1.0 (Wii)
- Level Scripting + Editing, UI Design on DISNEY INFINITY 2.0 + 3.0 (Mobile)
- Level Design + Editing on FAT CITY

**id Software** Mesquite/Richardson, TX  
**Design Intern, Associate Designer** FEB 2011-JAN 2012

- Level Programming + Editing on DOOM 4, an unreleased early version of DOOM (2016)

**THQ** Agoura Hills, CA  
**Product Development Intern** MAY 2008-MAY 2009

- Assisting Design + Production on UFC UNDISPUTED 2009

### Education

**The Guildhall at Southern Methodist University** Plano, TX  
**Certificate in Digital Game Development - Level Design** Graduated DEC 2010

- Curriculum in Level Design and Game Development with multiple Team Game Projects

**University of Southern California** Los Angeles, CA  
**B.A. in Interactive Entertainment, Minor in Computer Science** Graduated MAY 2008

- Curriculum in Interactive Media, Computer Science, Cinema, Animation, and more

### Personal Projects

- Gameplay Programming, Level Design + Editing on INERTIA, a 2D Platform game
- Gameplay Design + Scripting on SONAR, a 2D Stealth game
- Level Mods in HALF-LIFE 2, GEARS OF WAR, UNREAL TOURNAMENT 3, and more

### Achievements

- \$100,000 Grand Prize Winner for non-professionals in 2011 Indie Game Challenge