

PROFESSIONAL EXPERIENCE

TAGGED INC., SAN FRANCISCO, CA
JUNIOR GAME DESIGNER

MAY 2011 - PRESENT

Designing large scale social games from conception, through production, and post release.

Tasks included:

- Iterating and delivering design through documents, mock-ups, prototypes, and testing.
- Holding game jams for research and team building
- Collaborating and presenting design to all disciplines, championing the creative vision.

WALT DISNEY IMAGINEERING, GLENDALE, CA
R&D BUSINESS ASSOCIATE INTERN

MAY 2010 - OCT. 2010

Worked as a designer and scripter on a team developing artificial intelligence.

Tasks included:

- Developing systems in the form of outlines, flowcharts, and python prototypes.
- Communicating design to the team in order to build a system incorporating dialog lines, character animation, and real world sensors.

EMERGENT MEDIA CENTER, WINOOSKI, VT
ARTIST/ AUDIO DESIGNER

MAY 2008 - DEC. 2008

Worked as an environmental artist for *Searchlight*, a serious game about information literacy, focusing on the production of visual assets, in addition to audio and game design.

Tasks included:

- Creating concept art and painting environmental art pieces for backdrops in a 2D game.
- Creation of audio assets including sound effects and music.

EDUCATIONAL EXPERIENCE

CHAMPLAIN COLLEGE, BURLINGTON, VT
ELECTRONIC GAME AND INTERACTIVE DEVELOPMENT

GRADUATED MAY 2010

- 3.8 GPA, with 5 semester awarded Dean's List, and 3 semesters awarded President's List.
- Awarded Outstanding Game Design Undergraduate, 2008-2009.
- Awarded Outstanding Game Design Senior, 2009-2010.

ACTIVITIES

- Conference Associate at the Game Developers Conference, 2010-Present.
- Spoke at GDC 2012: "Why Studios Can (and Should) Jam" Poster Session.
- Completed 6 game projects in teams, 5 independently, and many game jam prototypes.
- Volunteer docent at Firehouse gallery's Game (Life) art exhibit displaying independent games.