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## GAME DESIGNER

### GAME PROJECTS

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#### **REQUIEM**

3D Choreographed Vertical Shooter

**Role(s):** Creative Director, Programmer, Audio Engineer

*Jun. 2009 - Current*

**Team Size: 7**

#### **KIKU KIKU PANIC!**

3D One-Button Action Game

**Role(s):** Sole Creator

*Dec. 2009 - Jan. 2010*

**Team Size: 1**

#### **BREACH**

Online Freeform Roleplaying Game

**Role(s):** Sole Creator

*Sept. 2009 - Dec. 2009*

**Team Size: 1**

#### **4P<sup>2</sup>**

2D Co-opetition Multiplayer Platformer

**Role(s):** Sole Creator

*Jan. 2009 - Apr. 2009*

**Team Size: 1**

#### **THE EVE**

2D Philosophical Platformer

**Role(s):** Creative Director, Programmer, Composer

*Jan. 2009 - Apr. 2009*

**Team Size: 4**

#### **TELETRUST**

Telecommunication Teaching Game

**Role(s):** Designer

*Oct. 2008 - Oct. 2008*

**Team Size: 6**

#### **PILLAR**

Stereoscopic Philosophical Platformer

**Role(s):** Sole Creator

*Sept. 2008 - Oct. 2008*

**Team Size: 1**

#### **SEARCHLIGHT**

Information Literacy Adventure

**Role(s):** Background Artist, Designer

*May 2008 - Dec. 2008*

**Team Size: 9**

#### **ALWAYS FOREVER: THE BALLAD OF DANIEL HART**

2D Epic Brawler

**Role(s):** Creative Director, Programmer

*May 2008 - Sep. 2008*

**Team Size: 7**

#### **STC**

2D Time-Traveling Platformer

**Role(s):** Programmer, Designer

*Jan. 2008 - Apr. 2008*

**Team Size: 5**

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### SKILLS AND COMPETENCIES

- Passionate Learner
- Team Communicator
- Public Speaking
- Team Management
- Concise Documentation
- Microsoft Office
- Unity
- Multimedia Fusion 2
- Torque Game Engine  
Advanced
- Subversion/Git Repository
- Autodesk Maya & Mudbox
- Adobe Creative Suite
- Logic Pro
- JavaScript
- Basic Python
- Basic XNA/C#
- Basic C++

## PROFESSIONAL EXPERIENCE

### CHAMPLAIN COLLEGE, BURLINGTON, VT

#### GAME LAB TUTOR

*Sept. 2007 - Present*

Currently a tutor in the Game Lab, a workplace for game development students. Primary work involves assisting students in learning and using Maya as well as various game engines.

#### Tasks include:

- Providing feedback, instruction, and problem solving skills to students of all levels for working in game engines such as:
  - Unity, Torque Game Engine Advance, Adobe Flash, Construct, and Multimedia Fusion 2.
- Instructed students in beginner to intermediate skills for Autodesk Maya including: modeling, texturing, animation, lighting, rendering, and workflows/pipelines.
- Maintaining a work environment for students as a place of focused study and collaborative production.
- Keeping track of equipment used by students for projects and research.

### 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. Focused on the production of visual assets.

#### Tasks included:

- Working with the lead artist to develop concept art and create game assets.
- 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

*Senior, Class of 2010*

- 3.8 GPA, with 5 semesters awarded Dean's List, and 2 semesters awarded President's List.
- Established core competencies in the design, development, and production cycles of game software.
- Accelerated four year Bachelor's of Science program, enhanced with liberal arts studies.
- Focused education in team-oriented projects, bringing games from concept to product.
- Awarded for Excellence in Communication and Creative Media: Outstanding Game Design Undergraduate, 2008-2009.

## ACTIVITIES

- Member and regular attendee of the Montreal Chapter of the IGDA.
- Volunteer docent at the Firehouse gallery during the Game (Life) art exhibit displaying independent games.
- Completed a game in 48 hours with a team during the 2010 Global Game Jam at Champlain College.
- Created the training game Teletrust at the Learning 2009 conference in 72 hours, lead by input from the attendees.

*-References will be furnished upon request -*