

PROFILE

Multi-disciplinary designer with a strong focus on game and level design. Adaptable, highly collaborative, and a quick learner. Leverages 2 years of professional experience working at an indie studio as well as a robust knowledge of the Unity game engine and C# to bring innovative and fresh designs from conceptualization to implementation.

EXPERIENCE

Mobile Game Designer | Mouse Hunt

HITGRAB GAME LABS

April 2021 - December 2021

- Brought onto a 10+ year mobile game to identify early game pain points. Conducted user research and presented the data as actionable update pitches focused on first time user experience to increase new user retention.
- Managed an overhaul update to one of the game's early areas, working closely with developers to introduce progression and balance changes resulting in a more engaging experience for early players.
- Collaborated with senior developers to overhaul 2021's Halloween and Holiday events, with the former being one of the most profitable in-game events in the game's history and boosting revenue up to 70% from last year.

Level Designer | Clan O'Conall

HITGRAB GAME LABS

October 2019 - April 2021

- Designed, implemented, and iterated on 10 of the 20 levels for a 2D puzzle-platformer game. Played an integral role in the game's high reception and award nominations.
- Scripted a playable prototype for crucial game mechanic to help free up production time for team. Worked closely with programmers to develop it and implemented the design and layout of all 3 levels that use the mechanic.
- Spearheaded an entire boss encounter; developed progression charts, mocked up attack animatics and wrote design documents to help communicate boss behaviours to team. Collaborated closely with programmers and artists to get the boss fight fully implemented.

UX Designer & Game Designer | Booyo Park

SHERIDAN COLLEGE

September 2018 - April 2019

- Worked with HP and Shadow Factory to showcase HP's new mixed reality hardware.
- Researched existing VR games and documented findings in reports aimed to help establish our target audience and core gameplay loop.
- Conducted external playtests to help identify design flaws and receive feedback from users. Compiled the data and feedback into reports which were used to influence design decisions.
- Developed AI behaviour trees and created a comprehensive flowchart and animatics which helped communicate the system to the tech and art team respectfully.

ACCOLADES

Finalist at Nordic Game Discovery Contest 2021

October 2021

Showcased at College Day Event at Queen's Park

March 2019

Game Featured on Kotaku

May 2018

EDUCATION

Honours Bachelor's Degree | Game Design

Sheridan College | 2015 - 2019

Visual and Creative Arts Diploma

Sheridan College | 2015 - 2019

SKILLS

Greyboxing

Documentation

Boss Design

Prototyping

Playtesting

Gameplay Balancing

System Design

C#

Unity

LiveOps Design

Adobe Suite

Microsoft Office Suite

Maya

Blender

Ableton Live