

I am an experienced game designer. I've created levels and done scripting for 6 released games and worked on 10 released games. Strong in Unity (including ProBuilder) and have experience in Unreal with Blueprints. Well versed in Excel skills and C# scripting skills.

Proficient in managing work teams. In my current job I manage a team of about 20 for a retail department that does about 150k in sales per week.

Areas of Expertise

- Unity
- Excel
- Trello/Jira
- Probuilder (Unity)
- Confluence
- Team Leadership
- C# Scripting/Coding
- SketchUp
- Project Management
- Maya (for Blockouts)
- Adobe Photoshop
- Zoom/Slack/Discord

Game Development Experience

HOMETEAM GAMEDEV • 2019 - Present

A game development practice organization.

Project Lead and Principal Game Designer- Lord of Mars (Unity)

Spring 2022

- Prototyped, pitched and led this team of 14 team members on a 5 month schedule.
- As principal level designer, I created and designed 2 of 3 large FPS levels.
- Responsible for UI, enemy design, animation, art, movement mechanics, code and sound for the game.

Level Designer- No Quarter (Unity)

Summer 2021

- Designed the level Facing Portals for No Quarter. Did some C# coding for player controller.
- Created initial blockouts, along with finished level design, navmesh and baked lighting.

Project Lead and Principal Game Designer- RocketCat (Unity) •

Spring 2021

- Prototyped, pitched and led a team of 12 team members on a 4 month schedule.
- Designed 22 of 24 levels.
- Responsible for UI, enemy design, animation, art, theme, coding and sound/music for the game.

Level Designer- Time Cannon (VR) (Unity)

Winter 2020

- Designed two levels for Time Cannon, Desert and Chaos Dimension.
- Did the enemy placement and pathfinding coding for the Desert and Chaos Dimension levels.

Level Designer- Rovey (Unity)

Fall 2020

- Designed the Jungle level for Rovey. Added islands and shaped the level.
- Created the flipping platforms mechanic, and did basic coding for platform gameplay.

Volunteer Experience

BOSTON FIG • 2021 - Present

A Boston-based games organization devoted to promoting indie gaming in and around Boston.

Operations Director

2021 - Present

As Operations Director I am responsible for organizing physical and virtual events; coordinating with the Executive Director and other department heads; creating budgets; creating databases, Excel sheets and Airtable information.

GAME DEVELOPERS CONFERENCE • 2019, 2021, 2022

The premier games industry annual conference.

Conference Associate

2019, 2021, 2022

As Conference Associate, helped coordinate talks, prep speakers, and assist conference attendees.

Professional Experience

WHOLE FOODS MARKET • 2009 - Present

An American multinational supermarket chain with over 500 locations in the US, UK and Canada.

Produce Team Leader- Whole Foods Market Jamaica Plain •

2019 - Present

Responsible for a 15-20 member team doing approximately 150k in sales per week. Responsible for hiring, mentoring, HR tasks for team members, inventory, buying and accounting for the business.

Various Roles- Team Member, Buyer, Supervisor, ATL • Hingham, MA; Providence, RI, & Dedham, MA

2009 - 2019

Learned basics of business management, team member, buyer or supervisor in Produce, Meat and Specialty.

Education/Certifications

Computer Graphics Master Academy · Level Design for Games · Summer 2021

A 10 week course going over the fundamentals of 3D level design. This was a live course taught online by an industry professional (Max Pears, with lectures by Emilia Schatz).

Marlboro College · 2006 - 2008

Major in English, Focus in Creative Writing