

Highly motivated and goal oriented designer with 8+ shipped titles and over 15 years various creative design experience, both collaborating with and directing others.

Work History

5/2020 - Present **Senior Game Designer**
Level Ex, Chicago, IL

Top Derm (iOS, Android, Web)

Design (Game Design, Prototyping, Question Design, Design Tools)

- Designed and prototyped (Adobe XD) many different trivia question types.
- Developed spreadsheet tools (Google Apps Script) for the medical team to author content to then import directly into the engine.
- Developed spreadsheet tools (Google Apps Script) for storing, organizing, and searching in-engine image assets, and act as the source of truth for the game.
- Designed and prototyped game modes.

VTG (Virtual Technique Guide) (iOS, Android, Web)

Design (Design, Implementation, System/Technical Design)

- Designed and implemented many games/experiences for clients on our VTG engine.
- Worked with engineers on systems to improve prototyping and level design speed.

Editor Efficiency Tools (Unity Editor)

Technical Design and Engineering

- Designed and programed many editor tools to improve the workflow of engineers and designers:
 - **AI Assistant** - an in-engine AI assistant that could perform editor tasks such as writing and assigning C# scripts, creating and applying textures and materials, creating, deleting, and moving objects in the user's scene, finding and editing Scriptable Objects in the projects, and many other functions, including the ability for the user to create their own custom functions for the assistant to use.
 - **Quick Hierarchy** - An editor window that allows the user to filter, search through, and select items in large scene hierarchies.
 - **Quick Play** - A custom play button that will play the editor from an assigned scene, and when stopped, return the user to the scene they were working in and restore inspectors to the objects they were focused on.
 - **Quick Inspector** - A custom inspector with custom sorting and display abilities of components.
 - **Others** - Several tools for finding assets in large projects, renaming assets, etc.

Xplore Spine (iOS, Android, Web)

Design (Design, Implementation, Technical Design)

- Initial game prototype in Unity
- AI tools design and programming for faster content creation.
- Created round-trip spreadsheet tools for faster editing of text content.

2017 - 5/2020 **Game Designer**
Reliance Games, Chicago, IL

Lead Designer:

Into the Badlands: Champions (iOS, Android)

- Worked with AMC to create GDD for Endless Story Mode and supervised implementation.
- Designed, created, tested, balanced, and scheduled over 80 Live Ops events.
- Implemented code changes (C#) improving enemy gameplay balance in regards to player character weapon advantage/disadvantage system (rock, paper, scissors).
- Created interactive mockup UI flow (InVision) for engineers to refer to.
- Conducted playtests with players to gain further insight into balance and design.

Walter
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Game Designer

Contact

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Portfolio
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Skills

Unity 3D, UE5

OpenAI, Anthropic
API

Automation

Google Sheets, Excel

Game Design
Documentation

Collaboration

Apps Script, C#, C++,
Javascript, Blueprints,
JSON

Game Balance

Design Tools

Systems Design

Level Design

Feature
Implementation

Mentoring/Training

Simulations

Data Analysis

Photoshop

World Robot Boxing 2 (iOS, Android)

- Oversaw implementation of features such as story mode, events, and alliances.
- Balanced and implemented player and AI Robot stats, abilities, synergies, and rarity
- Created various design tools to quickly balance and create live events and quests.

Designer:

WWE: Mayhem (iOS, Android)

- Designed and implemented code changes (C#) for calculation of opponent difficulty based on several player variables.
- Designed and implemented AI behavioral gameplay changes (C#) to make AI less predictable and respond better to the player.
- Created spreadsheet systems to quickly generate events as Unity asset files to save time. This asset file could then be converted to JSON to host as events.
- Created a spreadsheet to generate smart random events as JSONs based on designer parameters.
- Created many spreadsheets for designers to organize, categorize, count, etc., wrestler abilities, synergies, and other stats to further decrease event creation time.

Drone: Shadow Strike 3 (iOS, Android)

- Designed and created new story missions and themed monthly events.
- Designed and implemented new enemy types, mission types, and weapon types.

Into the Badlands: Blade Battle (iOS, Android)

- Created spreadsheets to design and generate Live Ops events as JSONs.
- Designed, created, tested, and balanced countless Live Ops events.
- Designed, created, tested, and balanced the entirety of the Story Mode Campaign, and wrote characters' dialogues.

Monster Trucks (iOS, Android)

- Designed and implemented (C#) the "flip boost" component of racing. Performing flips while in mid-air create a speed boost with VFX when landing.
- Redesigned and implemented the first level of gameplay to improve day 1 retention.
- Rebalanced the initial vehicle stats and upgrades

2014 -
2016

Creative Agent

Thoughtly Crew, Chicago, IL

- Collaborated in diverse teams to brainstorm ideas, innovations, and improvements for products of large companies.
- Presented ideas to other groups and used feedback to iterate on designs.

2013 -
2015

Real Estate Leasing Agent and Broker Assistant

Dream Town Realty, Chicago, IL

- Worked with clients to find apartments to lease.
- Scheduled showings, drove clients to apartments, and helped with paperwork.
- Worked with a broker to provide similar services for clients looking to buy or sell property.

2011 -
2015

Co-Creator/Writer/Editor/Sound/Lighting

RedLine To Howard (webseries), Chicago, IL

- Worked on each show from conception to release.
- Worked with a team brainstorming ideas for each show, sometimes leading the discussion, other times contributing.
- Wrote first drafts of several episodes and iterated with the team.
- Designed props and costumes to be used in filming.
- Worked onset with the director and cameraman to ensure the team's vision for the show was followed.
- Set up lighting for each shot and recording audio during filming.
- Post production work as editor and sound design.

2012 -
2014

Account Executive

Standard India Restaurant, Chicago, IL

- Gave frequent presentations on the company's food to potential clients, including university representatives.

- Performed sales calls with potential clients.

2010 -
2011

Private Tutor

Self Employed, Tallahassee, FL

- Nonprofessional algebra tutor while attending Florida State University.

2005 -
2007

Writer/Vocalist/Guitarist/Sound Engineer

Self Employed, Tallahassee, FL

- Wrote lyrics and music, worked with the other vocalists on their lyrics.
- Recorded vocals and music in an amateur studio.
- Mixed the sound and produced the final music.

Education

8/2015 -
8/2017

Bachelor of Science: Computer Game Development, Design

DePaul University College of Computing and Digital Media (CDM) - Chicago, IL

Affiliations/Honors: National Society of Collegiate Scholars, Tau Sigma National Honors Society, Upsilon Pi Epsilon Honor Society

Final GPA: 4.00, Summa Cum Laude

2008 -
2012

Physics

Florida State University College of Physics - Tallahassee, FL

Affiliations/Honors: National Scholars Honor Society, Sigma Alpha Lambda

GPA: 3.4, (Lacking only foreign language requirement to graduate)

2005 -
2008

Associate of Arts

Tallahassee Community College - Tallahassee, FL

Affiliations/Honors: Dean's List, Sigma Alpha Pi, Phi Theta Kappa Society

Final GPA: 3.9, Summa Cum Laude