



- Game designer with 8 years of experience across multiple genres and platforms
- Level designer on action titles using Max, Maya, XSI, and custom engines
- Scripter with experience using Unity, C#, Java, Javascript, and custom languages
- Writer who specializes in short stories, dialog, background pieces, and character arcs

### *Professional Experience*

---

#### **GAME WRITER AND DESIGNER | ZYNGA (CONTRACT POSITION)**

October 2011 – May 2013 | Eugene, OR

- Wrote stories, dialog, and implemented features for Pioneer Trail (formerly FrontierVille)
- Created many of the original characters and story arcs for ChefVille

#### **LEAD DESIGNER | BUZZ MONKEY SOFTWARE**

July 2007 – July 2011 | Eugene, OR

- Lead level designer and scripter on Tomb Raider: Underworld for the Wii (Maya)
- Level designer on Tony Hawk: Ride and Tony Hawk: Shred for all SKUs (XSI)
- Designed, implemented, and animated bosses on Army of Two: The 40<sup>th</sup> Day for PSP (Maya)
- Lead designer and writer on Sparks for Facebook

#### **GAME DESIGNER | VISUAL CONCEPTS**

December 2006 – June 2007 | Marin, CA

- Designed and implemented gameplay on two of six shipped levels for Fantastic Four (Maya)
- Worked with external audio contractors to design and implement sound effects

#### **GAME DESIGNER | NEVERSOFT ENTERTAINMENT**

March 2005 – November 2006 | Woodland Hills, CA

- Created new game modes and custom missions for Tony Hawk's Project 8 (3ds Max)
- Designed, scripted, and wrote dialog for numerous missions in GUN (3ds Max)

### *Education*

---

#### **SOUTHERN METHODIST UNIVERSITY | Guildhall**

Professional Certificate, Digital Game Design, 2004

#### **UNIVERSITY OF TEXAS AT AUSTIN**

Bachelor of Arts, English with a minor in Philosophy, 2001