

Education:

Bachelor of Science in Game Design

Minor in Interactive Narrative Design for Games

Champlain College

August 2021 - May 2025

Highlighted Projects:

Rise From Ruin - Unity

January 2025 - May 2025

A Third-Person action game about defending a massive city as a giant monster.

- Drafted and maintained design documentation.
- Designed and implemented a progression and upgrade system.
- Designed UI scripts to be easily expandable for any additional upgrades or balancing.
- Designed and implemented UI animations and effects to give a better play experience.
- Balanced player upgrades to provide a satisfying progression curve.

Villainous Intent - Unity

September 2024 - December 2024

A physics-based party game about stealing valuable items from a superheroes house.

- Acted as Product Owner, maintaining the core vision of the game.
- Created and maintained design documentation.
- Designed and implemented a magnetism ability for player use.
- Designed and implemented all in game UI/UX.
- Provided programming support for smaller tasks and implementations.

InfernaLLC - Unreal

May 2025 - September 2025

An 3D person and top-down asymmetrical strategy game about raiding hell.

- Created and maintained design documentation.
 - Designed and implemented weapons and abilities for a third person player character.
 - Designed and implemented placeable traps for a top-down RTS style player character.
 - Assisted in programming and implementing systems using a blueprint coding system.
-

Soft skills:

- Organized
- Communicative
- Problem solving
- Teamwork
- Adaptability
- Flexibility
- AGILE/Scrum Development

Programming skills:

- Unity
- Unreal 5
 - Blueprint
- Programming
 - C#
 - C++
 - C++ Events
 - JavaScript

Technical skills:

- Systems Design
- UI/UX Design
- Adobe Suite
- Google Suite
- Jira/Confluence

Work Experience:

Game Design Tutor, Champlain College, September 2024 - May 2025

- Help solve programming problems in student builds.
- Help students go from concept to implementation through a step by step process.
- Assist students in creating understandable design documents.
- Helped resolve git and svn issues students faced.

Web Design Intern, Vimi.co in Bangkok Thailand, May 2024 - July 2024

- Worked on a team to concept website wireframes.
- Designed UI elements for use on operational websites.
- Edited promotional videos for display on client websites.
- Tested and reviewed AI chat-bots in use on different sites.

Game Designer, Grayhorse Digital, September 2025 - Present

- Working with a small team of game developers on a multiplayer racing game.
- Created and maintained design documentation.
- Helped program and implement core features for racing and management gameplay systems.
- Designed and maintained a player economy as well its sources and sinks.
- Worked in an agile game development structure.