

## Experience

**Hangar 13 / 2K Games** 2013 - present  
World Designer, *Unannounced Title*

**Impossible Studios / Epic Games** 2012 - 2013  
Level Designer, *Infinity Blade: Dungeons (unreleased)* | iOS  
Level design and scripting (Kismet) in UE3. Worked closely with other designers, environment artists, and programmers to implement a cohesive experience optimized for the mobile platform.

Implemented in-game cinematic sequences: set building, camera work, lighting, scripting (Kismet), character and sound hookup. Coordinated interdisciplinary work and facilitated technical efforts between Impossible Studios, Epic Games, and ChAIR.

**Big Huge Games / 38 Studios** 2005 - 2006, 2010 - 2012  
Product Owner of Gameplay Prototype, *Unannounced single-player RPG*  
Led a small development team in creating a gameplay proof-of-concept showcasing new world design systems. Responsibilities included scope and production schedule approval, maintaining project vision, mentoring junior designers, and providing regular progress reports.

Lead World Designer, *Kingdoms of Amalur: Reckoning, DLC: Teeth of Naros* | Xbox 360, PS3, PC  
Led world design team for DLC - introduced a new approach for constructing spaces to deliver a more open environment using existing tech.

World Designer, *Kingdoms of Amalur: Reckoning* | Xbox 360, PS3, PC  
Open-world level design for single-player RPG. Terrain modeling, texture painting, asset placement, lighting, encounter design, FX, visual story telling, gameplay pacing and narrative support. Ensured content met memory and performance specs for Xbox 360, PS3 and PC.

Collaborated with combat and narrative designers, environment artists, and tools engineers to develop consistent gameplay, a cohesive aesthetic and improved workflows.

Art Intern, *Rise of Nations: Rise of Legends* | PC  
Single and multi-player RTS level design.

## Skills

Proprietary 3D game engines, UE3, Photoshop, Illustrator, 3DSMax, SketchUp, MS Office Suite.  
Familiar with Unity3D, Blender, ZBrush, CNC machining and 3D printing software.

Visual scripting and cinematics (Matinee).

AAA console, PC, and mobile game development.

## Education

**Maryland Institute College of Art** Baltimore, MD 2001-2005  
BFA: Ceramic Sculpture, Magna Cum Laude  
Presidential Scholarship  
Francis Burns Harvey Merit Scholarship  
William Ferguson Scholarship  
C. Louis Mullan Flanigan Scholarship  
Academic Honors Scholarship

**Governor's School for the Arts, Old Dominion University** Norfolk, VA 1997-2001  
Visual Arts Department

## Interests

3D printing, homebrewing, microcontrollers, geo-caching, hiking, buildin' stuff.