



EXPERIENCE

Game, UI & Level Designer

Freelance

April 2012–Present

- UI Artist for **Rise** at Secret Games Co. and for **Tribal Mania** at Lamba Inc.
- Worked remotely for single indie devs to larger 25+ studios while collaborating with Game Designers, Programmers and Art Directors
- Built and designed levels for clients in Unity3D
- Provided graphic design support for large businesses
- Created touch interface for iPad game
- Designed game logos, company logos and app icons

Design Support (contract)

Slant Six Games

November 2011–March 2012

- Helped ship **Resident Evil: Operation Raccoon City**
- Set up and balanced pickups, monster spawns and AI functions in Multiplayer maps
- Assisted Level Scripters with co-op AI movement targets for combat interactions and exploration
- Placed cover volumes that both players and NPCs use
- Tested and fixed bugs and worked alongside QA to playtest multiplayer matches

Level Designer

Drumskulls

February 2011–November 2011

- Created a sewer level for **Drumskulls**, a rail shooter with drums as a weapon
- Guided player & camera with nodes

Graphic Designer

Freelance

December 2008–September 2009

- Designed business cards, pamphlets and resumes

Stage Hand

Nasco Staffing Solutions

December 2007–May 2009

ACHIEVEMENTS

- Achieved *Honours* in Game Design (VFS)
- Won *Best Game Design Document* (VFS)
- Nominated for *Best Level* and *Best Machinima* (VFS)
- Poster design picked for *Dauphin's Countryfest* contest
- Student of the Month (Production Art – May 2008)
- Achieved *Cum Laude* in senior 4

SKILLS

Game Design

- Went through process from concept development to implementation
- Understanding of art and programming side of games allowing me to collaborate with and design for both
- Knowledge of design document content and formatting
- Test and iterate features on paper and by prototyping

Interface Design

- Create flowcharts, draft wireframes, sketch style ideas and create finished assets and export them ready for use
- Produce realistic or mobile / cartoon aesthetics
- Design for different interactions such as touch, mouse or controller
- Concern with intuitive and non-intrusive UI design

Level Design

- Create different encounters such as boss fights, combat areas, puzzles and exploration with care for pacing
- Script gameplay events and set up emergent gameplay situations to give the player interesting choices
- Guide player with visual clues and funneling while creating variety by combining assets and utilizing vertical changes

Proficient in

- UE4, UDK (+ Blueprint)
- Unity3D (+ C#)
- Creation Engine (Skyrim)
- Photoshop, Illustrator & InDesign
- Flash (+ AS3) & Dreamweaver (+ html, css)
- Office Suite (Word, Excel, Visio, Powerpoint, etc.)

Knowledge of

- 3DS Max, Premiere Pro, Audition & Wordpress (+ php, js)

EDUCATION

Diploma in Game Design

Vancouver Film School

October 2010

- 12 month intensive program taught by industry professionals which covers all aspects of Game Design such as Mechanics, Level and Interface Design
- Collaborated with students to create **Gravitos**, a 5 minute Unity3D game and **Tideturner**, a flash game
- Created Single Player and Death Match levels in UDK
- Wrote Design Docs for detailing and planning features

Certificate in Production Art

Manitoba Institute of Trades and Technology

December 2008

- Self guided 10 month program focusing on Graphic Design for the print industry
- Designed logos, advertisements, posters, newsletters, pamphlets, stationary, menus, DVD covers & note pads