

Professional Experience

Unannounced Title	Gearbox Software	Lead Mission Designer	08/2022 - Present
-------------------	------------------	-----------------------	-------------------

Collaborating with project leadership, narrative and many other disciplines to develop the mission structure, gameplay beats and story for an unannounced AAA FPS.

Responsibilities

- Designed and implemented missions in Unreal Engine 5 before being promoted to Lead Mission Designer in December, 2022
- Leading a team of mission designers to oversee the creative and technical implementation of missions and narrative beats
- Working closely with the writers and directors to build out the story, and express it through both gameplay and dialogue
- Providing feedback, mentorship and personal guidance to the mission design team

Henchman Story	Silken Sail Entertainment	Writer and Game Director	05 / 2020 – 08/2022
----------------	---------------------------	--------------------------	---------------------

Henchman Story is a narrative adventure released on PC, Nintendo Switch, PS4/5, Xbox One and Xbox Series X|S where the player steps into the shoes of a supervillain's lowly henchman.

Responsibilities

- Wrote a branching, interactive story with a script of roughly 200,000 words and a high level of player agency
- Directed a team of 25+ across all disciplines - including art, programming, audio and voiceover - all working remotely in 8 different countries
- Managed the voiceover process for roughly 7000 lines of voiced dialogue, including casting, script formatting and working with actors and voice directors
- Designed and coded the game's UI, coded the game's demo and helped with scenario coding, bug fixing and polish
- Contributed to SFX creation and implementation
- Voiced two characters: Stan (the protagonist) and Lord Bedlam
- Worked with our publisher to help the game release simultaneously on PC and all major consoles
- Directed 3 original trailers and collaborated with PR on a release date announcement and launch campaign

The Outer Worlds	Obsidian Entertainment	Level Designer & Narrative Designer	03 / 2018 – 04 / 2020
------------------	------------------------	-------------------------------------	-----------------------

The Outer Worlds is a FPS RPG with a focus on player choice and reactivity. As designers, we had a mandate to design scenarios where the player could complete quests through combat, stealth or dialogue, while making difficult narrative choices along the way.

Responsibilities

- **Narrative Designer:**
 - Provided additional writing, including dialogue in the intro area, Space-Crime Continuum and all the dialogue and text associated with the quest "Why Call Them Back from Retirement?"
 - As part of the narrative team, won the 2019 Nebula Award for Best Game Writing
 - Wrote dialogue, terminal entries, and logs for the Synthesis & Manufactory Center in the Peril on Gorgon DLC
- **Strike Team Lead:**
 - After alpha, I was responsible for a team of artists, designers and writers whose goal was to revise and polish two planets – Monarch and Tartarus – to shippable quality. In addition to management and design work, I reviewed dialogue, assisted with optimization and eventually assumed responsibility for all design bugs as designers moved on to other assignments
 - Guided and mentored an external strike team in the creation of an experimental area and quest to aid DLC development
- **Area Designer:**
 - Primary designer for the quest "Slaughterhouse Clive" and its associated level. I drove a demo of this level at E3 2019, where it won numerous awards including the Game Critics Award for Best Original Game
 - Primary designer for the 6 Monarch faction quests. Helped design the intro/tutorial area and SubLight Salvage quest line and took them to an alpha state. Initial designer on 3 side quests in Byzantium, from documentation through alpha. Helped design the game's final level (Tartarus) and bring it from alpha to ship.
 - Designed and implemented the Synthesis & Manufactory Center, a large, multipurpose dungeon in the Peril on Gorgon DLC

Lone Echo	Ready at Dawn	Narrative Technical Designer	02 / 2017 – 03 / 2018
-----------	---------------	------------------------------	-----------------------

Lone Echo is a critically acclaimed, narrative driven adventure developed exclusively for the Oculus Rift, where the player explores, navigates and solves puzzles in a zero gravity environment.

Responsibilities

- Wrote in-game dialogue for multiple main storyline missions, side missions, point-of-interest objects and tutorials
- Devised a storyline and wrote all of the dialogue for the game's collectible audio logs
- Worked with the narrative team to process feedback, brainstorm solutions and implement changes to improve the story
- Implemented branching dialogue and mission progression via visual scripting
- Fixed both narrative and mission/level design bugs in script and Maya
- Implemented POI and objective markers across the game in Maya
- Imported dialogue into the game with proprietary tools and fixed audio/dialogue bugs in Wwise

ARK: Survival Evolved **Studio Wildcard** **Writer** **05 / 2016 – 01 / 2017**

ARK is a multiplayer survival game for the PC and Xbox One with over 9 million players. I was hired to work remotely as a writer under contract, and wrote content for *ARK: Survival Evolved*, *ARK: Scorched Earth*, *ARK: Aberration* and *ARK: Extinction*

Responsibilities

- Wrote over 500 in-game journal entries or "Explorer Notes" for multiple characters in *ARK* and its expansions
- Used said journal entries to craft a cohesive and coherent narrative for *ARK*, which is now being adapted into an animated series
- Wrote scripts for in-game cinematics and official trailers
- Wrote Dino Dossier in-game and promo documents describing new creatures that were being introduced to the game

Lost Within & Prototypes **Human Head Studios** **Scripter/Designer** **07 / 2014 – 02 / 2016**

Lost Within is a horror game created in Unity for iOS and Amazon Fire devices. As players explore an abandoned asylum, they use stealth and crafting mechanics to survive encounters with deadly monsters. I joined the team during the game's Alpha phase.

Responsibilities

- Scripted and debugged various in-game events, AI encounters, and cinematic sequences across all 28 levels in C#
- Designed and implemented 4 encounters and blocked out 5 levels in the final act of the game
- Worked with artists to implement and polish cameras and animations in cinematic sequences
- Helped edit and implement sound effects and voice-over
- Implemented occlusion culling across all levels and helped optimize performance
- Debugged and optimized navigation meshes for various levels
- Provided voice acting for a major character (The Man in the Water) and several supporting characters
- Designed, blocked out, and decorated prototype/demo levels demonstrating gameplay
- Prototyped mechanics and HUD elements in Unreal Blueprint and created cinematics in Unreal Matinee

Skills

Game Engines and Editors

Unreal Engine 5, UE4, UE3, Unity, Source SDK, Gamebryo, RAD Tools, Maya

Scripting

C#, Lua, UnrealScript, Unreal Blueprint, Unreal Kismet, RAD Script, Python

Revision Control Software

Perforce, Subversion

Creative Skills

Creative Writing, Voice Acting

Audio and Video Editing

Adobe Audition, Audacity, Audiokinetic Wwise, Sony Vegas, Adobe Premiere

Mods

Moon and Star **The Elder Scrolls V: Skyrim** **Development Time: 8 weeks, 2014**

"Moon and Star" is a single player mod for *The Elder Scrolls V: Skyrim* that offers players a branching main quest, a village, multiple side quests and a dungeon that features new mechanics and challenges. It has received over 500,000 unique downloads and won the Guildhall at SMU's Level Design Honors Award, given to only one level designer in each graduating class.

Design Goals

- Offer a main quest that encourages player agency and has consequences for the player's actions
- Create a living, breathing village populated with 7 fully voiced NPCs and 4 side quests
- Design and implement a new puzzle mechanic and a challenging boss fight
- Fully integrate the mod with *Skyrim* proper and keep it consistent with *Skyrim*'s lore, style and visual quality

Cole Train Saves the World **Gears of War** **Development Time: 6 weeks, 2013**

"Cole Train Saves the World" is a level that turns *Gears of War* into a top-down, arcade shooter. It includes three power-ups – a spread shot, flamethrower, and super-bomb – a custom menu, old-school sound effects, and custom HUD elements.

Design Goals

- Use Kismet to turn *Gears of War* into a completely different game with a over-the-top, arcade atmosphere
- Convey an entirely new style of play to the player through HUD, sound and visuals

Education

Southern Methodist University, Plano, Texas **2014**

Program: The Guildhall

Focus: Level Design

Cumulative GPA: 3.88

Honors: Level Design Honors Award

Tufts University, Medford, Massachusetts **2010**

Majors: Economics & English

Minor: Film Studies

Cumulative GPA: 3.42