

Designer/Developer with 8 shipped titles in the AAA games space. Various projects developing interactive gesture-driven installations, tools design and implementation, and inter-device communication. Well versed in Unity3d, Maya, C#, Javascript/HTML/CSS, Node, and MYSQL.

## EMPLOYMENT

### STACKRAY

*UX Director*

September 2016 - present

Develop UX/UI for software system analysis application.

### FLOAT HYBRID

*Designer / Developer*

February 2013 - September 2016

Design and build branded interactive experiences, games and software.

Projects:

Ben Hur Xbox360 Game

Shopper Track Interactive Shoe Wall

Jordan Standard Kinect Driven Basketball Trainer

Bud Light Kinect Fitting Room

Daqri Smart Helmet Demo Experience

TMNT Training Lair (2014)

Pepsi SXSW2015 Kinect Fortune Teller Vending Machine

Pepsi Football 2014 Kinect Soccer Vending Machine

Pepsi Kinect Ice Avatar Vending Machine

### KABAM

*Lead Designer*

January 2012 - February 2013

System / Mission design for an unannounced title.

Design and build level tool/pipeline with MEL and Python.

Design and build PvE levels for The Hobbit: Armies of the Third Age.

### FEARLESS STUDIOS

*Lead Designer*

October 2010 - January 2012

Design, system, and level work for an unannounced title.

Assist with setting up production pipelines.

### LUCASARTS ENTERTAINMENT COMPANY

*Lead Designer*

January 2010 - October 2010

Lead the design team on an unannounced title.

Assess all systems, and make recommendations for Star Wars : The Force Unleashed 2 (X360, PS3).

Level design and scripting for Star Wars : The Force Unleashed 2.

Assist other designers with scripting needs.

### ELECTRONIC ARTS

*Senior Designer*

October 2008 - January 2010

Level design and scripting for Dante's Inferno (X360, PS3).

## **LUCASARTS ENTERTAINMENT COMPANY**

### *Senior Designer*

November 2006 - October 2008

Level design and scripting for Star Wars : The Force Unleashed 1 (X360, PS3).

Assist other designers with scripting needs.

## **NIHILISTIC SOFTWARE INC.**

### *Lead Level Designer*

August 2003 - October 2006

Managed the Level Design department.

Level design and scripting.

Titles:

Conan (X360, PS3)

Marvel Nemesis : Rise of the Imperfects (Xbox, PS2, Gamecube)

Star Craft : Ghost (XBOX, PS2, Gamecube)

## **DOUBLEFINE PRODUCTIONS**

### *Level Designer*

February 2001 - February 2003

Level design and scripting for Psychonauts (XBOX).

Extensive cut scene scripting with Lua.

## **MACROMEDIA**

### *Web Engineer*

November 2000 - February 2001

Created tools to support web team for macromedia.com (12,000 pages , 7 languages).

Automated log / survey compilation and report generation.

Apache configuration.

## **ESSOCIATE**

### *Web Engineer / Designer*

November 1999 - November 2000

Built content management system for online store.

Built search engine analysis tool.

Created web assets.

Learned to play foosball.

## **LUCASARTS ENTERTAINMENT COMPANY**

### *Level Designer*

July 1997 - November 1999

Level design and scripting for single player and multi player levels.

Extensive cut scene scripting with COG ( proprietary ).

Titles:

Jedi Knight : Mysteries of the Sith (PC)

Indiana Jones and the Infernal Machine (PC, N64)

## **SKILLS**

### **Languages/Scripting:**

C#, HTML, CSS, Javascript, Node, JQuery, MYSQL, PHP, Lua,  
MEL, Python, XML, C++, Perl

### **Applications:**

Unity3D, Maya, Unreal, Photoshop, Illustrator, Q3Radiant, AutoCAD,  
Git

## **EDUCATION**

### **UNIVERSITY OF CALIFORNIA AT BERKELEY**

Bachelor of Arts , Architecture 1994