

Summary

Recently graduated game designer with Experience developing in several game engines including: Unreal, Unity, and Godot. An effective collaborator with a strong commitment to continuous learning and helping others. Focused on design, but multi-disciplined across all game development. Adept researcher, using technical analysis, and scalable solutions to solve problems. Dedicated to building next-gen engagements while streamlining workflows and facilitating effective cross-team communication.

Skills

- Unreal Engine
- Game Design
- Database management
- Monetization strategy
- Analyzing metrics
- UI/UX design
- QA testing
- Audio and art production
- Creative problem solving
- Positive team member

Published Games

- | | |
|--|--------------------------|
| <p>Joe'n Joe Steam (challenging physics-based platformer)</p> <ul style="list-style-type: none"> ● Creative designer assisting in gameplay and art ● Sourced audio assets for core mechanics and collisions ● Built custom 2D assets for level design ● Developed high touch teamwork skills while maintaining project scope | <p>April 2024</p> |
| <p>Spark of Survival Steam (2.5D tower defense strategy game)</p> <ul style="list-style-type: none"> ● Sourced VFX assets then imported them into the game ● Worked with designers and artists to align a creative and interactive level ● Developed multiple production pipeline processes and tasks ● Refined communication skills and how to best help join a project in progress | <p>Jan 2024</p> |
| <p>Return of the Tomb Raider itch.io (3D action-adventure inspired by the classic Tomb Raider trilogy)</p> <ul style="list-style-type: none"> ● Tech Art Lead, importing a majority of used assets, and lead implementation for a few stages ● Collaborated with other department leads such as: writing, level design, art, and engineering ● Playtested to refine pathing within a level and edited out buckets, level exploits, and bugs ● Created using Unreal Engine 5.4 | <p>Dec 2024</p> |

Education and Training

Bachelor of Science, Cum Laude	2025
Game Engineering, Design and Development focus	
University of Silicon Valley	

Activities and Honors

- Mastering coding languages including C, C#, C++, python, and rust, generating functional code, and debugging.
- Extensive use of Unreal Engine for game development, as well as Unity and Godot.
- Developing Technical Art skills, including VFX, rigging, lighting, materials, and optimization.
- Experience generating 3d, and 2d assets for concept art with AI, MeshyAi and Deepai.
- Currently the Senior game design in an internship projected to be completed Dec. 2025

Accomplishments

- Gap Year - lived and worked in the Middle-East
- Global Game Jam participate for three years, 2023, 2024, and 2025
- Tech Art lead on "Return of the Tomb Raider", work in portfolio
- Hired for private playtest sessions