

Skills

Software: Unreal Engine 5, Azoth Engine (Formerly Lumberyard), JIRA, Confluence, Perforce, Microsoft Office Suite, Microsoft Excel
Scripting: C#, Lua, Unreal Blueprints

Experience

AMAZON GAMES – New World

Game Launch/Brimstone Sands Zone Release/Rise of the Angry Earth Expansion/Various Seasons

L4 Systems Designer Jun 2021 – Mar 2022, L5 Systems Designer Mar 2022 – Current

Built, refined, and managed rewards and loot systems for the MMORPG/Action-Adventure RPG game, *New World*

- Implemented, balanced, and managed tens of thousands of individual rewards and many new reward systems

Design owner for the Seasonal Hardcore Server

- Designed, pitched, and built the gameplay experience for this seasonal content to fit the tight schedule
- Iterated design quickly on internal feedback and playtests
- Communicated goals and vision to strike team for completion of this seasonal content
- Collaborated closely with multiple different disciplines and negotiated resources to accomplish our goals

Designed and built progression and loot for Raid content

- Established structure and implemented rewards for our first Raid, *Hive of Gorgons*
- Documented structure to be easily re-used for future Raids and gear score updates
- Designed and implemented timed releases of loot to support long term gameplay investment at low internal cost
- Redesigned and updated gear score progression throughout the game to fit the new Vertical Progression design

Designed and built Seasonal Progression systems and Seasonal Content

- Designed Seasonal Progression to support consistent, timed releases of content
- Implemented rewards and progression loops for varying seasonal content
 - *Hardcore Seasonal World, Season of Conquerors, Blood of the Sands, Eternal Frost, and Fellowship & Fire*
- Designed the Seasonal Card and Season Journey progression systems as consistent, repeatable content
- Designed and balanced progression and rewards for Seasonal Events
 - *The Winter Convergence, The Summer Medleyfaire, Springtide Bloom, Nightveil Hallow, Rabbit's Revenge, Legacy of Crassus*
- Events were designed to fit both available development time schedule and periods of low-content addition
- Increased player engagement by over 300% by designing and implementing improvements for Seasonal Events
- Collaborated with artists to ensure rewards and loot would be appropriately themed and fun for the community

Designed Artifacts feature

- Designed Artifacts feature with a focus on fun and exciting gameplay for players without negatively impacting existing progression and reward loops
- Built and designed Artifacts Quests for unlocking power of bespoke items through progression content
- Implemented Artifact Crafting system to provide flexibility in equipment for players using existing systems
- Designed and balanced Artifacts based on internal developer playtesting and live player feedback

Implemented and designed the end-game progression for Mutated Expeditions

- Created a system of tiered progression and rewards for content with multiple unique difficulty levels
- Implemented loot to fulfill both strong theming and powerful progression for highly invested players

Designed and implemented the PvP Rewards Track

- Worked with other designers to design and pitch the system
- Built experience curve and economic systems necessary for PvP progression in *New World*

- Implemented and balanced both rewards and progression to support needs of PvP community

Championed improvements to systems and workflows in *New World* across multiple feature areas

- Spearheaded effort to improve use of art assets and data to prevent bugs from reaching live product
- Designed improvements and collaborated with engineers for automated testing to catch thousands of bugs before reaching the live product
- Architected improvements to item systems and tech to prevent unrecoverable states without negatively impacting player progression in the retail environment
- Transitioned combat systems from existing visual scripting tool into new bespoke scripting language
- Built improvements to development workflows and reduced errors
- Implemented improvements to internal systems and tools to reduce workflow complexity, increase velocity, and reduce user errors

Training, Mentorship, and Onboarding

- Trained and mentored internal developers and external vendors, onboarding them to the gameplay and systems of *New World* and how to best work within our systems and progression designs
- Created training materials for new hires to onboard them onto the project's tools and game systems

Subject Matter Expert and Primary Owner of Player Progression Systems

- Trusted to handle many complicated and time-sensitive fixes and issues for the Live Service product
- Managed live releases of patches and game launch for *New World* by prioritizing issues during the launch process
- Delegated issues quickly to developers during launches in the war room
- Rebalanced and redesigned many rewards and systems based on live player feedback and team priorities
- Collaborated to develop test plans for incoming feature work to avoid false positive bugs and ensure coverage

BUNGIE – Beyond Light DLC, Destiny 2

Contract Associate Technical Designer Sep 2019 – Dec 2020

- Ported and rebuilt legacy *Destiny* content into a new version of the proprietary GrognoK engine.
- Responsible for many different player activities across multiple destinations
 - Activities such as *The Pit of Heresy* or *The Shattered Throne* dungeons, public events across multiple destinations, and MSQ questlines
- Wrote relevant documentation for new tools
 - Trained new hires and onboarded them into Bungie's proprietary technology as well as assisted other teams of designers in transitioning to the new tools
- Worked closely with leadership and cross-disciplinary teams to ensure content remained as close to the same as possible and negotiated upgrades or changes with leadership when necessary
- Deemed a subject matter expert for several high priority and time sensitive areas of the porting process

GEARBOX SOFTWARE – Borderlands 3, Battleborn, Duke Nukem: 20th Anniversary, Unannounced Titles

Quality Assurance Tester Mar 2016 – Jul 2017

- Shipped 6 internal and publishing titles, including CERT testing
 - Performed exhaustive testing on many different encounters and titles to flesh out gameplay and improve quality
 - Worked with a high attention to detail for issues in the gameplay experience
- Developed the training program for new publishing testers and trained new hires to succeed
 - Worked to define best practices when testing titles for both internal development and external publishing projects

Education

Level Design at SMU Guildhall – *Certificate in Digital Game Development, 2019*

University of Texas at Dallas – *Bachelor of Arts in Arts & Technology, 2015*