

STATEMENT OF INTENT

I seek to gain a position in the digital games industry with a focus on game design and development; to establish myself such that I am able to leverage my technical, design and professional experience developing and implementing engaging interactive experiences.

EXPERIENCE

Spring 2013

- ♦ Wayward – **Game Designer** for Wayward’s first title The Veil. Responsible for developing game design mechanics, design documentation and participating in creative development.

Summer 2012

- ♦ Coding Jar – Design credit working on **Level Design** for an independent game; Fling Theory. Developed in the Unity SDK for web and mobile delivery

February 2012

- ♦ Sidecar Productions (contract) – **Lead Game designer and Programmer** on Leonard’s Gatorville Fair (iOS). Developed in the Corona SDK using the LUA programming language. Lead programmer responsible for gameplay programming, interface programming, menu systems and asset integration.

Spring 2011

- ♦ Digital Touch Games – **Programmer** on Crash Craving, a physics-based puzzle game for iOS. Commercial product developed as a final term pitch project at the Centre for Digital Media. Made extensive use of the LUA programming language and Corona SDK. Responsible for gameplay programming, asset integration, interface programming, menu systems, localization and scoring systems.

Fall 2010

- ♦ The Burn – **Game designer** on team responsible for game ideation and concept development based on novel “Brown Girl in the Ring.” Responsible for leading documentation and orienting design approach and planning.

Summer 2010

- ♦ Moving Media Group - Internship position working as a **graphic designer and flash developer** for a national network of interactive touch screens in taxi cabs.

Spring 2007 – Fall 2009 (Summer position 2005, 2006)

- ♦ McMaster University: Division of e-Learning Innovation – Full time position practicing **multimedia e-learning asset creation, website development, graphic design and digital media production.**

PROFICIENCIES

SKILLS

- ♦ **Game Design**
- ♦ Lua scripting
- ♦ Illustration / Design
- ♦ Adobe Flash AS2, AS3
- ♦ Html / CSS

TOOLS

- ♦ Adobe CS4 Creative Suite
- ♦ Corona SDK
- ♦ Unity3D
- ♦ Autodesk Maya (introductory)

POSTGRADUATE - MDM

Centre for Digital Media Vancouver, BC

2011 - Masters of Digital Media

UNDERGRADUATE - BA (hons.)

McMaster University Hamilton, Ontario

2007 - Bachelor of Arts (Honours)

- Multimedia and Communications Double Major
- Computer Science Minor