

Work Experience

Question Games

Senior Game Designer

Remote

October 2019 - Present

- The Killing Stone – Designed and implemented: Core card battler: Reserve system, phases, battle line. Lua scripted cards (150+), starting player and enemy decks (40+), all tutorials. Story beat implementor – took the VO facing script to gameplay mock-up in Miro for team digestion, then implemented in Articy and Blueprint.
- South Park: Snow Day - Implemented level and mission content from ideation to launch (Starks Pond, FTUX, The Backyards, etc.) Built macro combat content tools for other level designers and manager blueprints for rolling the randomized sections of missions. Led external co-dev level design team with weekly reviews and documentation.
- The Blackout Club - Implemented and shipped post launch optional difficulty modifier curses and missions PJ Party, Trace Race, and Shadow People.

Haiku Games

Game Designer: Content

Remote (NYC Based)

June 2017 – March 2020

- Shipped 5 mobile puzzle adventure games - Adventure Escape: Haunted Hunt, Adventure Escape Mysteries (AEM): Cursed Crown, and AEM: Trapmaker 2, AEM: Pirate's Treasure, and AEM: The Covenant. Responsible for all design work, iteration, dialogue, and QA.

CMU Human Computer Interaction Institute

Game Designer

Pittsburgh, PA

Summer 2016 – May 2017

- Rapidly prototyped 5 games in Unity (C#). Polished and iterated a 2D racing game with integrated Twitch audience participation.

Games Research Assistant

Fall 2015 – Summer 2016

- Researched AAA playtest methods to create, test, and hold a series of workshops teaching efficient playtesting.

Education

New York University

M.F.A Game Design

2017 - 2019

- Thesis Game: Phantom – 3D single player, console/PC, 10-15 minute, exploration murder puzzle game built in UE4. Role: Narrative and Level Designer, Programmer, and UI Artist.

Carnegie Mellon University

B.F.A. Art, Minor in Game Design

2013 – 2017

- Game Creation Society President 2015 – 2017. Senior Showcase Game: Devil's Diction - Isometric, PC, single player, quest driven adventure game with 700+ lines of dialogue. Built in Unity (C#) with custom JSON Twine importer.

Skills

- **Game Engines/Toolsets:** Unreal Engine 5, Unity, Creation Kit, Twine
- **Languages:** C#, Blueprints, Papyrus, JSON, C, Javascript, Lua
- **Software:** Articy, Miro, Photoshop, Blender, Maya, Substance Painter, Substance Designer, Adobe Premiere, Google Suite, Microsoft Office
- **Dungeon Master:** D&D 5e, 2024e

Awards

- 2018/2019 AIAS Foundation DICE Scholar
- 2019 GDC Game Narrative Review Gold Award for "Dishonored 2: Levels as Character Design"
- 2017 Microsoft Women in Gaming Game Changer
- 2016 Pittsburgh IGDA Global Game Jam Jammer's Choice Winner (Game Designer and Animator)