

EDUCATION

Savannah College of Art and Design, Savannah, Georgia 2006 – 2008

- Masters of Fine Arts (MFA) in Game Design, Interactive Design and Game Development Department. Thesis: *The Creation of Emotion in Games using the Six Primal Emotions*, explored through non-digital design. Committee: Brenda Brathwaite, Andrew Greenberg, Robert Mathiesen.

Brown University, Providence, Rhode Island 2002 - 2006

- Double Bachelor of Arts in Applied Mathematics and Music Theory & Composition

PROFESSIONAL EXPERIENCE

Firaxis Games | Level Designer for Unannounced Title 2009 – present

- Conceptualized, designed, and built levels for upcoming unannounced title using Unreal 3.
- Worked with level design team and lead designer to create and balance base mechanics for the game.
- Managed the creation of level environment assets from offsite branch in Shanghai, China, and imported all these assets into Unreal for the team.

Firaxis Games | Assistant Producer and Writer for Civilization V 2008 – 2010

- Co-writer and editor for the Civlopedia, the in-game historic encyclopedia and resource for game concepts and user guide. Also helped design the overall interactive flow, content organization, and direction of the Civlopedia's interface.
- Provided weekly design feedback and playtesting throughout preproduction and production.
- AP duties included weekly rounds, creating and managing the complete asset list, management of task tracking software, scripting macros and other small applications for the artists, helping select background soundtrack and manage voice recording sessions, writing lyrics for choral soundtrack music.
- Interviewee for career advice section of Firaxis website, focused on how to become a game producer and break into the industry.

Firaxis Games | Tester and Editor for Civilization Revolution iPhone 2009

- Provided daily test feedback during production and helped pinpoint areas for the easy-level tutorial to target and explore.
- Technical editor for the post-release manual for grammar and content.

Baltimore Museum of Industry | Lead Game Exhibit Designer 2008 – present

- Worked with a team of developers and museum executives to conceptualize and create a permanent exhibit on the game industry in Baltimore
- Responsible for conceiving and designing the main game feature of the exhibit – a one hour interactive game which allowed the visiting kids to create and personalize their own small digital game and learn more about what people do and how to get into the industry.
- Writing all the government and third-party grants.

Mighty Eighth Air Force Museum | Lead Programmer and Assistant Producer for B-24 Simulation 2007 – 2008

- Helped create the "Experience Simulation" for all the flight missions of the WWII plane "Fighting Sam", geared towards kids and museum tourists.
- Headed the team of Unreal 3 programmers and wiring technicians for bombing simulation.
- Worked on creating interface between Unreal 3 and actual B-24 machinery and Norden bombsight.
- Created timelines, outlines for resource allotment and facilitated communication between the different teams.

Metaversatility | Contract Work 2007 - 2008

- Designed and created 3D models and textures for *Club Scion* in There.com

WRITING AND SPEAKING ENGAGEMENTS

SIEGE: Southern Interactive Entertainment & Game Expo | Invited Presenter Oct 2009

- Panel member with Andrew Greenberg: *Getting the Player in the Game*.
- One hour lecture and Q&A session on immersion, emotions, and other methods for connecting with the player.

Savannah College of Art and Design | Graduate-Level Course Designer Aug 2009 – present

- Writer and class designer for MA and MFA online courses, including all lectures, assignments, and grading rubrics.
- Completed: ITGM706 *Introduction to Game Design and Nonlinear Storytelling*, first year MFA course.
- In Progress: ITGM748 *Final MA Project*, final graduation requirement for all MA students.

Cengage Learning Author | Author for upcoming book on game design and programming using Unity Pub. Dec 2010

- Project-based book takes the reader from the concept stages of a digital design through completion using the Unity Engine.
- Designed, built, and implemented basic game to explore core concepts.
- Book will include full tutorials and explanations on all aspects of the engine, all source code and art assets, the completed game and multiple snapshot saves of it up through completion.

AWARDS AND FELLOWSHIPS

- 2008 SCAD Best Thesis Award Co-Winner
- 2008 SCAD Best Thesis Proposal Award Winner
- 2008 Honorable Mention for Digital Game at Entelechy – “Belle Isle”
- 2006-2008 SCAD Highest Academic and Artistic Fellowship
- 2005 Seward Scholarship - Alpha Delta Phi National Academic Scholarship Competition
- 2004 Alpha Delta Phi National Literary Competition – 2nd place in the Non-Fiction Short Story Category
- 1995 1st in district 4-H Board Game competition, *Round-up*

RELATED EXPERIENCE

Puppy Hugs Interactive Mod Group | *Contract Work* **2007 – 2008**

- Designed and created 3D models and textures for “Hobo-Strike”, an Unreal mod.
- Technical liaison for moving of assets from Unreal 2004 to Unreal 3.
- Coding adviser for custom weapon scripts.

Astrum Fas | *Lead Designer for an Unreal 3 beta mod* **2007**

- Designed narrative, back history, world, and gameplay for mod.
- Modeled and textured majority of assets.
- Kept group members on track and on time, reassigning tasks and duties where applicable and necessary.

SKILLS

Software: ZBrush, Photoshop, Maya, After Effects, Unreal Editor 2004 and Unreal 3, Unity, Dreamweaver, SketchBook Pro, Finale, Audition, Painter, Perforce and proficient in all office and email clients for PC, Mac, and Linux.

Scripting, Markup, and Computer Languages: C, MEL, HTML, CSS, Javascript, Actionscript 2.0, Unreal Script, Scheme, OCAML, Matlab, and some C++.

Languages: Conversational French (mostly of the Cajun variety).

HOBBIES AND INTERESTS

Crafting Chocobo genetic breeding programs in Excel, D&D, MtG, Guild Wars, cooking, knitting, yoga, mathy nerdy things, web comics, voracious reading, snow skiing, writing short stories and fanfiction, obscure history, obscure skills only useful after the apocalypse, opera singing, piano playing, sewing costumes/clothes, modding The Sims 2 and Guild Wars. IGDA Member.

References available upon request.