

OBJECTIVE

To design powerful game play experiences as a Mission Scripter and further my skills on challenging, team-based projects.

EDUCATION

Game Design, Diploma

February 2011, Vancouver Film School

Multimedia Studies, Certificate

May 2001, University of British Columbia, Vancouver

Psychology, Bachelor of Arts

May 1999, University of British Columbia, Vancouver

SKILLS

Level Design

- Mission scripting in **UDK** with an eye towards good pacing & “wow” moments. Proficient in **Kismet** and **UnrealScript**.

Feature and Mechanics Design

- Detailed game design documents and concept pitches.

EXPERIENCE

Project Manager / Level Scripter / UI Designer

Kinesis: Project Wolf

VFS Game Design, February 2011

- Lead the scheduling and team vision for our final school project. Prototyped core mechanics and contributed to level design and scripting.

IT Administrator

Strategic Communications, January 2008 - November 2009

- Supported the technical needs of local and remote tele-fundraising call centres. Assisted project managers with managing call campaigns.

Webmaster

Sun Cabo Vacations, December 2005 - March 2007

- Designed and managed network of travel accommodations web sites.

Web Designer

In Vancouver! Web Services Inc., February 2003 – February 2005

- Designed web sites for a range of industries including travel, hotel, dining, corporate and specialty services. Worked directly with clients to meet their business goals.

INTERESTS

Single-player RPGs, dark fantasy, Hans Zimmer, coffee shops, mixed martial arts, mixing tunes, The Pixies, dining out, Korean BBQ, Donnie Yen, Christopher Nolan and Cohen brothers movies.