

Technical Game Designer / Content Designer

Selected Projects

Design Lead, Team Project Aug 2014 – Jul 2016

Sandblocks

“A 3D game editor enabling young audiences to make and share games”

- Responsible for all design and gameplay implementation
- Lead and coordinated a small team of 5 comprised of artists and designers
- Led testing and deployment efforts interfacing directly with client

Author, Solo Project Jan 2014 – Jul 2014

Quantanglement

“A 3D puzzle platformer built around shooting a sphere and teleporting to it”

- Finalist on DigiPen Game Awards for Best Senior Game
- Built extensive sandbox prototype of several 3D platforming mechanics
- Held relentless iteration process with the goal of submitting to competitions

Work Experience

Game Designer 2014 – Ongoing

DigiPen Research & Development Projects Team

- Hired to lead design efforts on a new game project team at the department
- Worked directly with clients on a variety custom projects
- Contributed with additions to all DigiPen’s design program curriculums
- Provided documentation, testing and UX design on Zero Engine

Teacher Assistant 2013

DigiPen Institute of Technology Game Design Analysis

Mentored students, graded papers and answered questions regarding course material

Education

DigiPen Institute of Technology

Master of Science in Computer Science Spring 2018

Bachelor of Science in Computer Science and Game Design Spring 2014

Knowledge / Skills

Design Proficiencies

- *Level Design*
- *Systems Design*
- *UI / UX Design*
- *Rapid Prototyping*
- *Scope Awareness*
- *Playtest Management*
- *Feedback Analysis*

Programming / Scripting

- *C / C++ / C#*
- *Zilch / Python / Lua*
- *AI Programming*
- *Game Engine Development*

Level Editing

- *Unity*
- *Zero Engine (DigiPen)*
- *Hammer Level Editor*
- *Unreal Engine 4*

Graphic Design

- *Photoshop*
- *Illustrator*
- *InDesign*

Other Tools

- *Microsoft Office*
- *Tortoise SVN / Mercurial*
- *Autodesk Maya*
- *Visio / Lucidchart*
- *Source Filmmaker*

Languages

- *English (Fluent)*
- *Portuguese (Fluent)*