



OBJECTIVE – I am seeking a position of Designer for video games and interactive entertainment.

I will bring exceptional aptitude in scripting, visual and aural design, and game mechanic design to your company. I am extremely 'referrable' and take pride in doing the best work possible.

EDUCATION

MS in Interactive Entertainment, Florida Interactive Entertainment Academy (FIEA), Univ. of Central Florida

This program simulates industry game development conditions as much as possible, requiring students to rapidly iterate on designs, schedule projects, and present progress on games in teams both small and large. I received extensive training in game design, prototyping, scripting, level design, project management, and the creative process from industry veterans Rick Hall (Origin, Take Two, EA), Ron Weaver (Disney), Tom Carbone (EA, Microsoft), and Ben Noel (Origin, EA).

BS in Radio-TV-Film, with honors, Univ. of Texas at Austin

EXPERIENCE

Videogames Produced at FIEA

Nine Lives 'Till Midnight

- Pitched game to peers and execs (EA, n-Space, Irrational Games), beating 25 others
- Co-designed mechanics, puzzles and missions
- Casted voice talent and produced high-quality voice audio
- Prepared sound for Gamebryo engine using Wwise
- Designed fiction and wrote dialog

Blowfish

- Scripted front end. Solved animation nesting issues
- Created original music. Designed music interactive logic
- Presented game status updates, winning supervisor support
- Co-designed mechanic. Created fictional concept
- Rated "Most Fun" (out of 40) rapid prototype, and presented at EA-Tiburón

Inkman

- Presented game status updates, winning supervisor support
- Designed levels and conducted play tests
- Concepted environments, storyboarded cut scenes and wrote story content
- Created original concept and core mechanic design
- Rated "Best Overall" (out of 40) rapid prototype, and presented at EA-Tiburón

Watchmen

- Created collision-offset data arrays to help alleviate programmer workload
- Created sprite-sheets and front end graphics to artist and platform specs
- Produced voice audio, original music, and sound effects
- Co-created game design and concept

Video - Director and Editor

- *Focus on Transitions* (2007), *Poi-Spinning Basics* (2005), best-selling instructionals
- *Siberia & the American Dream* (2001), feature doc., with Tony Bourdain
- *Polyp & Corbin Take Over* (1999), feature fiction, selected to festivals throughout US
- At GRS Systems - New York City, New York (1999 - 2002)
 - Created hundreds of commercial, industrial and broadcast programs
 - Clients - Zagat, Condé Nast, Pfizer, Kellogg's, Nestlé, Proctor & Gamble, Hasbro, JP Morgan Chase, ABC, BBC, Canal+ (Fra), RTL (Ger), and many more
 - Projects won multiple PRSA Silver Anvils, Worldfest Platinums, and Telly Awards

Music Production

- *Fowl Language*, The Vulturines (2006, album) - produced, co-wrote, recorded, mixed
- *Vidi Vitties*, Vidi Vitties (2000, album) - produced, co-wrote, co-mixed
- Soundtracks: *Polyp & Corbin Take Over*, *Meditation on Penelope C*, *Earth is Ripe*

Electronic Arts Teacher - Arts & Communication Magnet Academy – Beaverton, Oregon (2002 - 09)

- Taught filmmaking, studio television, games & interactive media, graphic design
- Grew program from 40 – 150 active students. Award-winning student work
- Developed curriculum guide for electronic arts coursework district-wide (60+ schools)

TECHNICAL SKILLS

(4-star scale)

Scripting Languages

Actionscript	***
Python	***
Lua	***
Kismet	**

Art Software

Final Cut Studio	****
Adobe Creative Suite	***
ProTools	***
Digital Performer	***

Production Software

Perforce	**
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Engines

Unreal Editor	**
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Other

Videography	***
Audio Recording	***
Theatrical Lighting	**

OTHER TRAINING

Motion Graphics, Music, Multicultural Education, Special Education

OTHER INTERESTS

Gestural Controllers, New Media Art, Serious Games, Interactive Toys, Popular and World Music, College and Pro Sports, Sketch Comedy, Stock Market, City Bicycling, Outdoor Adventure, Craft Beers