



Skills

- Gameplay scripting
- High Level Game Design
- Game system design
- Game balancing
- Game mechanics design
- BSP/Whitebox
- Agile development
- Scrum methodology

Engines/Editors

- Unreal Engine IV
- Skyrim Creation Kit
- RedKit
- Hammer Engine
- Unity

Software

- Microsoft Office Suite
- Adobe Photoshop
- 3DS Max
- Version Control (Perforce)
- JIRA

Scripting Skills

- C++
- Papyrus
- Lua
- Python
- Excel VBA

Achievements

- 2020 *Up In The Air* – Upcoming Steam launch
- 2019 *Edge Flip* – Google Play Beta Launch
- 2018 *3rd Place 2018 Intel University Games Showcase: Up In The Air* – GDC contest
- 2018 *Gold Winner* - GDC's Game Narrative Review

Team Projects

- 12 Months **Game Designer** – *Edge Flip* – Unity – 12 Person Team – Mobile Puzzle
 - 2019 • Designed and implemented over 30 Levels, with different puzzle mechanics and themes.
 - Designed, tested, and documented boss challenges.
 - Balanced and adjusted level difficulty to ensure a smooth and fun challenge curve.
- 5 Months **Level Designer** – *Up In The Air* – Unreal Engine IV – 13 Person Team – Open World
 - 2017 • Designed and implemented a large portion of the game's "gameplay bytes", small modular gameplay experiences that populate the game.
 - Documented standards for gameplay bytes used by the entire team
 - Scripted and prototyped two of the game's three arena challenges.
 - Polished gameplay bytes to ensure high level of quality, including visual polish.
- 5 Months **Level Designer** – *Auxilium* – Unreal Engine IV – 50 Person team – Class-based Capture the Flag
 - 2017 • Designed and collaborated with a team to create the four classes that the game is based on.
 - Collaborated with Game Designer, documenting and maintaining the character metrics.
 - Constructed layout, and flow of one of the game's four maps.
- 4 Months **Game Designer** – *Escape Velocity* – Unity – 5 Person Team – Mobile Arcade
 - 2016 • Designed and scripted pseudo-procedurally generated obstacles, created from a pool of waves.
 - Created and designed 30+ waves.
 - Iterated and balanced game difficulty.

Individual Projects

- 6 Months **Wall Runner** – Unreal Engine IV – Freeflowing parkour shooting gallery
 - 2017 • Created a shooting gallery game with movement based on *Titanfall*.
 - Designed layouts that accommodate multiple paths and multiple skill levels.
 - Scripted all functionality.
- 6 Months **Mine Crasher** – Unreal Tournament – Capture the Flag Map with Custom Events
 - 2017 • Designed a Capture the Flag map with dynamic environmental hazards.
 - Scripted noxious gas functionality, allowing players to control the map by activating damaging clouds of gas.
 - Successfully transferred map from custom assets to Unreal Engine assets.
- 4 Months **Shout of the Ancients** – Skyrim Creation Kit – Single Player Adventure mod
 - 2017 • Designed a quest and accompanying dungeon in *The Elder Scrolls V: Skyrim*.
 - Created custom dragon shout, which combines ice and fire to clear puzzles.
 - Implemented boss fight against a bone dragon.

Education

SMU Guildhall, Master of Interactive Technology, Level Design
Tecnológico de Monterrey, Bachelor In Computer Science

January 2019
May 2015