

SUMMARY

We live in a **data driven world**. When it comes to designing games, we need to evolve our pipelines so data has a larger influence on our design decisions... **this is my passion**.

Data allows us to **optimize our design decisions, monetize smarter, and create experiences** for our users that far exceed what we previously were able to do.

My recent work is a combination of systems design, data analytics, monetization, and UX. I focus on developing reward systems that have value, interfaces that are intuitive to navigate, and inform these decisions with data we gather from **user KPIs** and **qualitative feedback**.

SKILLS

- User KPIs
- Data oriented design
- Data Science
- SQL
- Python
- Scrum Master Certified
- Unity 2D and 3D
- Unreal Engine 4
- 3 years in product specific sales
- Version control
- Maya
- Photoshop
- Illustrator
- InDesign
- Excel

EDUCATION

GAME DESIGN BS || DATA SCIENCE MINOR

Champlain College, Burlington VT, May 2020

- **3.9 GPA || President's List || Trustee's Scholar**
- Mentor for students in game development since 2017
- Game engine tutor for Unity, Unreal Engine 4, and Game Maker Studios

WORK EXPERIENCE

Lead Instructor || ID Tech Camps *(Summer 2019 || Management Position)*

- Taught courses in Unreal Engine 4, Unity Engine, and Maya
- Managed and administrated health care, organized day and overnight camp

Sales Expert || Best Buy *(Mar 2016 – Dec 2018)*

- Expert level sales experience achieving top numbers nationally
- Completed weeks of expert sales certifications for product specific knowledge

PROJECTS

DESCENT OF CHAMPIONS: UBISOFT GAME LAB COMPETITION

Product Owner || Lead Designer

- **Jan 2019 – April 2019 || Team of 8 || 10 Weeks || 2000+ Hours**
- A round based arena brawler where spectators influence gameplay
- Designed the experience and integration of a custom website for spectators
- Nominated for 6 of 9 categories and won « Best Creativity and Integration of the Theme »

TRUMPED TWEETS: PERSONAL PROJECT

Owner || Product of «Out of Context Games»

- **Dec 2017 – Sept 2018 || Solo Project**
- The first party game to use real tweets as playing cards
- Prototyped 1000s of new cards and designed playing card UI
- Won 1st place in Elevator Pitch (36 in category)
- Competed for and was granted \$900 in awards and funding
- Interviewed with NBC 5 and WCAX

REWARD CYCLES: RESEARCH PROJECT

- **One Semester || Research on Reward Systems**
- Developed a proven model to create a reward cycle
- Conducted in depth reserach on mobile development and monetization
- Researched how KPIs and data driven development could impact profits