

## Skills

Extensive experience as a Game Developer responsible for developing level design, mission design and game systems. Shipped multiple AAA titles that broke publisher records. Also, explored early pre-production for new IPs by creating world building documentation that work hand-in-hand with new game design, art direction and narrative.

Passionate to combine gameplay, story telling, and interesting environments, to deliver memorable experiences.

**Tools** » Unreal 4, Photoshop, Google Docs, Source Engine

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## Experience

**Gearbox Software** :: Level, Mission, and Game Designer

JUN 2008 – OCT 2019, FRISCO, TX

» **Borderlands 3** » Senior Level Design

Worked to take block-out designs to shipping quality

» **Unannounced IP** » Creative Director, Game Design

Established systems to create discoverable dynamic elements

Collaborated with Art and Story to create a new world from scratch

» **Borderlands: The Pre-Sequel** » Lead Designer, Level Design

Helped align Gearbox and 2K Aus to rapidly bring the game to ship

» **Battleborn** » Prototyping Game Modes, Character Design

Established many early character designs that made it to ship

» **Borderlands 2** » Senior Level Design, Mission Design

Balanced my time between many levels, systems and missions

Primary developer crafting the narrative and gameplay introduction

» **Borderlands** » Level Design, Mission Design

Worked to redesign combat flow through environments

Shipped over 130 missions

» **Brothers in Arms: Furious Four** » Level Design

Created the framework for the E3 demo, merging thematic elements and gameplay to deliver "Oktoberfest"

» **Aliens Colonial Marines** » Level Design

Re-envisioned the combat loop with a limited amount of production cycles

**Raven Software** :: Level Designer

DEC 2006 – JUN 2008, MADISON, WI

» **Singularity** » Pre-Production Exploration, Level Design

Explored ways to incorporate environmental puzzles with unique time-manipulation gameplay

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## Education

**Savannah College of Art and Design** :: BFA in Interactive Design & Game Development

SEP 2003 – OCT 2005, SAVANNAH, GA

» Studied Interactive Design and Game Development in addition to traditional Fine Arts

» Graduated with Honors & Given the Outstanding Academic Achievement Award