

WORK EXPERIENCE

- 2017-current **Technical Designer – High Moon Studios**
- Call of Duty: Warzone
 - > Responsible for various additions to the sandbox, including AA turrets, carryable gasoline cans, and redeploy balloons.
 - > Assisted with various seasonal updates, including game modes.
 - > Sole developer from pitch to playtest of an unreleased game mode.
 - Call of Duty: Black Ops – Cold War
 - > Sole technical designer for the campaign finale The Final Countdown.
 - > Assisted with the campaign level Redlight, Greenlight.
 - > Sole developer for a time trials bonus game mode.
 - Call of Duty: Modern Warfare
 - > Sole technical designer for the campaign level Hunting Party.
 - > Assisted with the campaign level Old Comrades.
 - > Solely responsible for the memory management of aforementioned levels.
 - Destiny 2: Forsaken
 - > Collaborated on the design of the new Cryo-Pod and Soul Harvester public events and solely responsible for their functional implementation.
 - > Innovated on the way new public event archetypes are implemented, introducing modularity and a dynamic script, allowing drastic variance between instances of a single archetype, as exhibited by Cryo-Pod events.
 - > Collaborated on the design of the unique mechanics in the Trickster adventure and solely responsible for their functional implementation.
 - > Assisted with various other activities throughout the Tangled Shore.
 - > Collaborated on memory management and optimization of HMS activities.
- 2015-2017 **Quality Assurance Tester – Motiga**
- Gigantic
 - > Responsible for finding, investigating, and documenting bugs, verifying bug fixes, and participating in playtests.
 - > Provided actionable feedback to the design team, was highly involved with the community, and designed hero kits as pet projects, one of which I implemented as a fully fleshed-out prototype.
- 2014-2015 **Professors' Assistant – DigiPen Institute of Technology**
- Responsible for grading and supplementary instruction, including office hours.
 - > Game Design: Game Mechanics I – Professor Jeremy Holcomb
 - > Game Design: Game Mechanics II – Professor Jeremy Holcomb
 - > Computer Science: Scripting Languages – Professor Elie Abi-Chahine
 - > Computer Science: Advanced Scripting – Professor Elie Abi-Chahine
 - > Robotics and Engineering: ProjectFUN Preview – Professor Brian Tugade
- 2008-2011 **Correctional Officer – State of California, Pelican Bay State Prison**
- Responsible for the lives, structures, and duties as dictated by post and proximity.

EDUCATION

Bachelor of Arts in Game Design – DigiPen Institute of Technology

ENGINES

Radiant (Call of Duty)
Grognok (Destiny)
Unreal Engine 4
Unity
Zero (DigiPen)
Forge/Anvil (Marathon Infinity)

LANGUAGES

GSC (Call of Duty)
C#
JavaScript
Python
Lua
Blueprints
ActionScript 3.0
C/C++/LPC [elementary]

SOFTWARE

Various proprietary tools (Call of Duty)
Bonobo (Destiny)
P4V
JIRA
Confluence
Excel
OBS
GIMP
Photoshop
Maya
3ds Max
Minecraft
Audacity

FORMATIVE INFLUENCES

Final Fantasy XIV
TERA
World of Warcraft
Guild Wars 2
AION
RIFT
Blade & Soul

Destiny
Overwatch

Gigantic
SMITE

Diablo II and III
Path of Exile

Portal
Journey
Okami
Shadow of the Colossus
Massive Chalice
Hearthstone
Dauntless
Dota Auto Chess

Final Fantasy VII, VIII, IX, X, XII, XIII, and XV

Ancient Anguish

Magic: the Gathering
Chess
Texas Hold'em