

Profile

Game Designer and Writer with credits on twenty-six published games. Experienced in live service and free-to-play mobile game development. Skilled at producing branded game content in a wide range of tones and styles authentic to the brand voice.

Key Experience

Electronic Arts, Austin, TX

Game Designer - Maxis Austin (June 2019 - Present)

- Design and document game systems for an unannounced project
- Special focus on designing NPC and enemy behaviors and implementing them directly via Unreal Blueprints
- Guide development of weekly system prototypes built in Unreal as a Product Owner

Game Designer - Red Crow (February 2018 - June 2019)

- Game Designer on the Simpsons: Tapped Out
- Product owner for the Christmas 2018 update: A Simpsons Christmas Special

Gameloft, New York, NY

Narrative Producer (March 2017 - February 2018)

Lead Narrative Designer (September 2016 - March 2017)

Narrative Designer (July 2015 - September 2016)

Junior Narrative Designer (July 2014 - July 2015)

- Managed a team of four Narrative Designers who collaborated on all narrative design work for the global company, including pitching new content, drafting scripts, revising UI text, and creating voice over scripts
- Acted as Narrative Design Lead on several high-profile projects for the company, including Paddington Run, Dragon Mania Legends, and The Blacklist: Conspiracy
- Reorganized production processes for the Narrative Design Team to make it a more collaborative environment, increasing efficiency across the team as writers were more able to share workload

Defy Media, New York, NY

Assistant Producer (July 2013 - February 2014)

- Assisted in the production of all games and apps for the Smosh Brand, at the time the #1 channel on YouTube
- Helped successfully crowdfund Food Battle: The Game

ZWorkbench, New York, NY

Freelance Quality Assurance Tester (March 2013 - July 2013)

- Created detailed test plans for updates of QatQi, a word game for mobile
- Thoroughly manually tested all updates and documented bugs found

AppAbove Games, New York, NY

Freelance Quality Assurance Tester (December 2012 - July 2013)

- Created detailed test plans for updates of Chip Chain, a poker-themed puzzle game for mobile
- Thoroughly manually tested all updates and documented bugs found

Next Island, New York, NY

Production Manager (April 2011 - July 2012)

- Managed production of bi-monthly content releases for a science fiction MMORPG, including coordinating schedules and resources between the local design team and remote development team
- Created narratively-rich guides and walkthroughs for the company website to aid new players in navigating the game
- Wrote and edited in-game mission text for several original characters

Merscom LLC., Durham, NC

Quality Assurance Tester Internship (June 2009 - August 2009)

Quality Assurance Tester Internship (June 2008 - August 2008)

- Manually tested and provided feedback for 9 published games
- Writer on The Mystery of the Mary Celeste

Notable Video Game Credits

Simpsons: Tapped Out - Game Designer

Paddington Run - Narrative Designer

City Mania: Town Building Game - Narrative Designer

The Blacklist: Conspiracy - Narrative Designer

Little Big City: 2 - Narrative Designer

Order and Chaos 2 - Writer

Dragon Mania Legends - Writer