

EXPERIENCE

GORILLA SYSTEMS CORPORATION

01/2009 – present** Tampa, FL

Designer, *Unannounced New Platform*

- Research & prototyping

Designer, *Unannounced Wii Title*

- ***5mo. absence from studio due to publisher shelving project*
- Placed and configured static cameras in Maya for pre-rendered game environments
- Designed 12 motion-controlled musical mini-games
- Researched art pipelines in next-generation engines

ELECTRONIC ARTS-TIBURON

09/2008 – 12/2008 Orlando, FL

Production Intern, *EA Sports Central Online*

- Matchmaking feature owner across all X360/PS3 sports titles
- Guided Matchmaking feature development and future online architecture improvements for title year 2010-future
- Developed and presented weekly status reports
- Developed and pitched design documents to CO team leads
- Collaborated daily with Central Online team at EA Canada

FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY/COHORT 4 GAMES

08/2007 – 12/2008 Orlando, FL

Producer & Designer, *Zephyr: Tides of War*

- ***IndieCade@E3 2009 showcase selection*
- Managed asset creation and implementation in 16 person team
- Co-developed game design
- In charge of player/crew NPC interaction, voice commands, player feedback mechanisms, and on-ship/world environment & ambience
- Supervised character, creature, vehicle design & animations (hand-keyed & motion-capture)
- Designed & wrote missions using in-house mission editor.
- Developed and presented GUI prototype
- Developed and presented weekly status report materials
- Produced rip-o-matics and video trailers
- Documented project status using internal Wiki
- Developed and maintained promotional website (<http://zephyr.cohort4games.com>)

Producer & Designer, *"Rapid prototype games"*

- Co-developed & produced 11 game designs
- Managed asset creation and implementation in 3-6 person teams
- Developed & performed interim and final game presentations
- Utilized variety of technologies including Flash, Torque, Panda3D, Sandbox, Unreal Engine 3, XML, visual scripting, and networking.

EDUCATION

FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY

Fall 2007 – Fall 2008 Orlando, FL

Interactive Entertainment MS, Production (3.850 GPA)

UNIVERSITY OF CENTRAL FLORIDA

Fall 2003 – Spring 2007 Orlando, FL

Digital Media BA, Internet & Interactive Systems (3.599 GPA)

SKILLS

TOOLS:

- Microsoft Office
- Mindjet MindManager
- Perforce
- UnrealEd (Engine 3)
- Kismet
- Aurora
- GameBryo
- Torque Game Engine
- Panda3D
- Fonix Voiceln
- Autodesk Maya
- Adobe Photoshop
- Microsoft Photodraw
- Camtasia
- Final Cut Pro
- Adobe Premiere
- Adobe AfterEffects
- Dreamweaver
- Microsoft Frontpage
- Adobe PageMaker/InDesign
- Microsoft Publisher
- Microsoft Windows & Mac OS X

SKILLS:

- Game Development
- Project Management
- Team Management
- Public Speaking
- Mind Mapping
- Gameplay Balance & Tuning
- Scripting
- 3D Modeling
- Video Editing
- Audio Editing
- Web Design
- Graphics Design
- Desktop Publishing
- Computer Repair

INTERESTS/HOBBIES:

- Video Games (800+ games)
- Film
- Music
- Blogging
- Candid Photography
- Toys
- Cooking
- Deal-Hunting