

Experience

Topgolf Media

Game Designer

Shankstars (iOS, Android)

San Francisco, CA
August 2020 – November 2023

- Adjusted player progression and level difficulty of multiple gamemodes using data and player feedback
- Analyzed player data and automated data entry tasks using Microsoft Excel
- Continuously designed and curated gameplay content for live-ops features like battle pass and monthly tower
- Designed and wrote documentation for new features, working closely with engineering, art, and production to ensure features become game ready
- Created 10+ new levels aimed at providing variety in PvP and exploring new mechanics
- Primarily responsible for managing the text database and handling localization with a contractor

University of California, San Francisco

Student Intern

San Francisco, CA
May 2019 – August 2019

- Helped organize meetings and events, including handling logistics and tracking schedules, deadlines, and tasks using Microsoft Office
- Lead the initiative to digitize some operations in the administrative office, increasing efficiency of admin employees and reducing costs

Amino Capital

Intern

Palo Alto, CA
June 2017 – August 2017

- Analyzed investment pitches for AI and big data startups, compiling concise reports for partners to aid in their investment decision
- Compiled a newsletter of important advances and events in the AI and big data field

Boy Scouts of America, Eagle Scout

August 2009 – May 2016

Projects

- VR game about tossing ingredients into a cauldron and making potions with various effects to maximize score: designed the difficulty scaling and potion mechanic, designed and programmed the UI
- 1v1 projectile based fighting game: designed and programmed gameplay, character movesets, and UI
- Character mod for the card game Slay the Spire: designed cards and character mechanics

Education

Carnegie Mellon University

Tepper School of Business

Bachelor of Science in Business Administration

Minor in Game Design

Pittsburgh, PA
May 2020
Cumulative GPA: 3.69

Skills

Software: Unity, Unreal Engine 4, Blender, JIRA, Perforce, Github, Excel, PowerPoint

Programming: C#, Java, Python

Other: Agile Development, Scrum, Production