



Combat Designer, Programmer, Artist

Contact Me:
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Currently Located in:
Orange County, CA

Skills:

- FPS, 3rd Person combat systems, feedback, and feel
- Deeply aligned with industry trends and innovation
- Unreal 4, Unity, Radiant, Blizzard Proprietary Engine
- C#, C++, Java, Visual Scripting, State System Scripting
- Playtesting Iteration, Player Feel, Player Experience
- Console, PC, VR/XR Development, Mobile
- Networked Multiplayer Development
- Physics Rich Interactions and Mechanic Design
- Modular and Designer Friendly System Design
- Perforce, Github, Task tracking
- Documentation, Communication, and Presentation
- Creative, passionate, motivated, team player
- Modeling, 3D Level Editors, & Adobe Suite (2D)
- Other Languages and Software learned as needed

Professional Experience:

Combat Designer: @ Notorious Studios - Legacy: Steel and Sorcery (Contract)

Developing an iconic combat identity for a unique 3rd person PvPvE RPG with product owners.

- Implemented and iterated third-person action combat in Unreal Engine (including accessible FPS and Elden Ring-style melee) using Gameplay Ability System and Blueprints.
- Refined combat and player experience by implementing camera shakes, adjusting animation timings, collaborating on VFX/audio cues, rule consistency, and overall feedback loops.
- Designed, pitched, implemented and iterated weapons, abilities, combat mechanics, AI behaviors, and world systems in a networked live-service environment.
- Led AI/NPC development from concept to implementation, adjusting designs based on player feedback.
- Served as DRI for enemy AI/NPC development and balance, creating more responsive, challenging, and immersive combat encounters.
- Built, iterated, and shipped 50+ mobs and a boss fight, each with unique movesets and behaviors for diverse player skill requirements.

May '24 - Present



Combat Designer: @ Blizzard Entertainment - (Unannounced Survival Game) (canceled)

Delivering industry leading moment-to-moment gameplay.

- Collaborated with Directors, Product Owners, and team members to elevate overall player feel.
- Engineered a modular, designer-friendly weapon authoring system and shipped 30+ weapons, including advanced behaviors (controllable rockets, God of War-style axe).
- Documented hundreds of consumable items and weapons, and partnered with Engineering to build a flexible consumable item pipeline. (supporting hunger/thirst, throwables, channelables, deployables, etc.)
- Owned and maintained weapon and consumable pipelines, creating and updating combat balancing sheets to identify weaknesses and power spikes.
- Led dozens of playtests with stakeholders to iteratively refine game feel and maintain balanced combat.

Nov '22 - Apr '24



Combat Designer: @ Bladework Games - (Unannounced Project)

(3D 3rd Person Action Brawler)

- Implemented and iterated core systems in Unreal 4 (C++ & Blueprints) and Unity (C#), including advanced player movement (vaulting, climbing, dashing, double jumping), projectile physics, melee combat, networked player states, and interactive elements.
- Prototyped and shipped features for a strictly server-authoritative, networked environment.
- Created functional prototypes for executives and product owners, with documentation detailing cross-departmental requirements.
- Organized and led stakeholder playtests to refine gameplay and align design goals.

March '21 - Nov '22



VR Game Designer: "Detour Bus" - (Oculus "Meta" Sponsored)

A VR roadtrip full of nostalgia and toy like interactions! Think Hotwheels in VR

- Documented experience goals, core loops, level design, and player feedback requirements.
- Concepted, implemented, and iterated accessible VR movement/interaction mechanics based on playtest insights.
- Created 8 in-game event sequences, 4 levels, 8 carnival mini-games, and a boss fight, incorporating goal communication, particle effects, and a cohesive puzzle visual language.

April '20 - Mar '21



Producer, Developer, & Artist: @ Banana Bird Studios - (Nintendo Switch, Xbox, PlayStation, PC)
Discover the wonder of Maravilla Island in this wildlife photography game.

Aug '19 - Sep '20
 **BANANA BIRD**
STUDIOS

Intern Game Designer: @ Treyarch - (Practiced; Design, Documentation, and Development)
Responsible for the Call of Duty franchise, Treyarch develops industry leading experiences in the FPS genre.

May '19 - Aug '19
 **TREYARCH**

CEO & Combat Designer: @ SDK Media LLC - (Personal Development & Design Contracting)
Building Best in class gameplay experiences

May '24 - Present


Education:

University of Southern California: Los Angeles, CA - Overall 3.52 GPA
Princeton reviews #1 rated game design program.

Aug '17 - May '21

BA: *Interactive Media and Games Design* - SCA - Work Applied 3.93 GPA
- Coursework included; Design Implementation and Theory, Documentation, Communication, Pitching, Critique, Iteration, Collaboration, Theme Park Design, Cinematography, Film Theory.



Minor: *Video Game Programming*

- Coursework included:
C++, C#, Java, Algorithm Design, Vector Math, Physics, Data Management