

Summary:

Game Designer with experience making fun, creative and engaging game-play and game design concepts that make game worlds enjoyable or fun to play.

Game experience:

Game designer and assistant producer for L.I.F.E, Tower Defense, Mobile, Unity3d 2018
Succeeded in scripting parts of skills and traps menu selection
Created traps and Medusa abilities

Game designer for Channels (card game)
2018- present
Designed few card decks

Employment:

Library Shelver/Aide, St. Louis Public Library (Buder Branch) 2012-2015
Accomplished multiple tasks, following verbal and written directions.
Shelved books and other resources
Resolved patrons' questions

Volunteer, St. Louis Library (Buder Branch) 2015 - 2018
Accomplished multiple tasks, following verbal and written directions.
Shelved books and other resources
Resolved patrons' questions

Education:

Austin Community College 2015 - 2018
Game Development, Game Design Associate Degree

Skills & Abilities:

Microsoft Office
Internet searches
Troubleshooting software and hardware
Unity3d
3DS max
C++
C#

IDGA Member Current

Rewards:

Austin Community College 2Day Game Jam "Breach" - Best Design, Best Game for "Breach"