

» Summary

Game designer with extensive experience in systems, accessibility, user experience, and scripting.

» Experience

Boss Key Productions Raleigh, NC
Game Designer, LawBreakers May 2016 to Present

- Designed systems for tutorials, gameplay, monetization, and character customization.
- Created documentation and design for accessibility.
- Reviewed feedback data to find balancing issues needing gameplay iteration.

Denius-Sams Gaming Academy Austin, TX
Game Designer, Roots of Sarkos Aug 2015 to May 2016

- Won 2nd place for gameplay in the Intel University Games Showcase.
- Created prototypes, levels, puzzles in Unity.
- 1 of 20 participants in a post-graduate program directed by Warren Spector focused on leadership in the game industry.

Hi-Rez Studios Atlanta, GA
Level Design Intern, Jetpack Fighter Jun 2015 to Aug 2015

- Greyboxed levels in Unity for the City and Forest zones.
- Wireframed, prototyped, scripted tutorials.
- Wrote design documentation for new game regions, gameplay mechanics, game narrative.

GPA Learn Atlanta, GA
User Experience Design Intern, LoveMath May 2014 to Aug 2014

- Created wireframes and prototypes for an educational game based on the Common Core math curriculum.
- Planned / conducted user research interviews with children.
- Designed Information Architecture for child, parent, and teacher feedback.

Georgia Tech Sonification Lab Atlanta, GA
Graduate Research Assistant, Lemonade Stand Jan 2014 to May 2015

- Conducted usability testing and interviews with visually impaired children for an audio "Lemonade Stand" game.
- Created game and audio accessibility design guidelines and documentation.

» Recognition

Xbox Women in Games · Speaker Mar 2016
Game Developers Conference · Conference Associate Mar 2016
SIEGE Conference · Speaker Oct 2015
Different Games Conference · Game Presenter Apr 2015
International Game Developers Association · GDC IGDA Scholar Mar 2015

» Skills

Systems Design
Level Design
Narrative Design
User Experience
User Research
Accessibility
Unity/C#
Unreal 4
Python
HTML/CSS/JavaScript

» Education

The University of Texas at Austin
Denius-Sams Gaming Academy 2016
Georgia Institute of Technology
MS Human-Computer Interaction 2015
Tulane University
BS Psychology 2013
BA Studio Art 2013