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- Objective** To obtain a position as a scripter or technical designer at a creatively-oriented game development company, to create engaging, flexible, and expressive gameplay systems, and to develop equally compelling narrative content for games.
- Work Experience** **PACKT Publishing** - July 2011-November 2011 -- "Unreal Cookbook"
- Co-authored chapter on Scaleform GFx UI integration
 - Contributed skills as technical reviewer
- Skills**
- Gameplay and UI Scripting
 - Technical Communication/Writing
 - Game System and Level Design
- Software**
- Unreal Engine 3 (Unrealscript, Editor, Kismet)
 - Adobe CS5 (Flash, Photoshop, Actionscript 3.0 and 2.0)
 - Microsoft Visual Studio 2008 (C++)
 - Microsoft Office (Word, Excel, Powerpoint)
- Education** **Savannah College of Art and Design** - Savannah, GA
Aug. 2009-Present
- MFA, Interactive Design and Game Development (Exp. Winter 2012 - Pending Thesis)
 - Current GPA: 3.5
- Michigan State University** - East Lansing, MI - Honors College
Sept. 2006-May 8, 2009
BA, Telecommunications, Information Studies and Media
- Specialization in Digital Game Design, Cognate in Social Science
 - GPA: Overall 3.4, In-Major 3.6
- Project Highlights** **Unrealscript Library Project** - Technical Design and Scripting, March 2011
- Developed over 120 pages of Unrealscript tutorials
 - Racing Game (Gametype/rules structure, actors, Scaleform UI)
 - Side-Scrolling Platformer (New pawn, camera, weapons, controls, animtrees)
 - In-Progress: Hack-and-slash action/adventure
- Shoot Seuss in the Caboose** - Technical Design and Scripting, May 2010
- "DOTA-style" First-person Tower Defense Game
 - Assisted in Integration of Scaleform UI
 - Developed Core Features:
 - Buildable base defenses
 - Pilotable turrets
 - Intersecting Bot Routes
- Affiliations**
- Member: International Game Developers' Association (2009-Present)
 - Member: SCAD Game Development Network (2010-Present)

References Available Upon Request