



WHAT I'M LOOKING FOR

I want to be part of a team that knows how necessary it is to keep learning and improving themselves and their methods every day; always trying to find ways to innovate, invent and expand their knowledge and expertise.

I want to work on fresh and exciting game projects that always put fun first.

And, I want to be able to share my experience with those around me to help guide and improve our development processes, pipelines and tools to make the best games possible.

MY SKILLS

- Unreal Engine 4 / high level of expertise with blueprint and modular construction and environment/world building
- Cryengine / flowgraph and general world building
- Hammer / level construction and basic scripting
- 3DS Max / used since first version, high level of expertise
- Photoshop / used since version 3, high level of expertise
- Ability to learn 1st and 3rd party development tools and processes quickly and efficiently
- Excellent written documentation for various areas of development, from tutorials to game and tool systems
- Ability to work closely and cohesively with a team and develop ideas from concept to finished article

MY EXPERIENCE

BONGFISH (AUSTRIA) ←

SENIOR DESIGNER - UNANNOUNCED

- Prototyping 3C's (camera, controls, character) for new project in UE4 from ground up
- Creating core High-Level design documentation for core concepts, gameplay mechanics and game modes.
- Additionally, worked on two maps for World of Tanks

SUMO DIGITAL (UK) ←

LEAD WORLD DESIGNER - DEAD ISLAND 2

- Creative Briefs and High-Level World Design documentation for project world direction
- Working directly with directors and publisher to ensure project alignment across all areas of development
- Working directly with production to establish schedule and high-level roadmap goals, including milestone objectives and task generation
- Creation of initial game worlds and test worlds and initiative to produce core generic systems to make production and managing our worlds more efficient and easier
- Building and leading a small team of world designers and overseeing quality and consistency for production of all world regions
- Establishing efficient and effective pipelines for all areas of Level/World Design

UBISOFT (SINGAPORE) ←

SENIOR WORLD DESIGNER - SKULL & BONES

- Acting Level Design Director for all world building co-ordination and production priorities for over a year
- Groundwork on key LD systems using modular and systemic methods for world building, event and gameplay distribution
- Creation of initial game worlds and test worlds for prototyping and devtests
- Creative briefs and presentations for several areas of game and level design
- Tutorials and onboarding materials, training and presentations
- Leading the world team to ensure work is aligned with design and systems, as well as design, art and tech
- Overseeing quality and consistency for production Worlds
- Establishing efficient and effective pipelines for all areas of Level/World Design

SENIOR LEVEL DESIGNER - ASSASSINS CREED IV: BLACK

- Prototyped and designed Fort Gameplay, naval and ground
- Established systems for ensuring easy replication and instancing of Forts around the world
- Led a small team of 8 people to design, build and integrate 11 Forts in the Caribbean Sea
- Collaborated with Montreal to ensure design and difficulty balance in the Caribbean Sea

YAGER (GERMANY) ←

SENIOR GAME AND LEVEL DESIGNER - SECRET PROJECT

- Establishing the design goals and direction for the core gameplay experience during concept phase
- Writing all major key core game design documentation during concept phase
- Establishing major key level design elements and mission styles during pre-production
- Creating and leading an innovative design method for our level design methodology
- Creating workflow and pipelines for level design
- Generating base user stories and tasks, including scheduling for level design

ILLFONIC (USA) ←

SENIOR GAME AND LEVEL DESIGNER - NEXUIZ

ZIPPER INTERACTIVE (USA) ←

SENIOR LEVEL DESIGNER - M.A.G

SENIOR LEVEL DESIGNER - SOCOM 4

LUXOFLUX (USA) ←

SENIOR DESIGNER - KUNG-FU PANDA

UBISOFT (CANADA) ←

GAME DESIGNER - NARUTO: RISE OF A NINJA

SENIOR LEVEL DESIGNER - KING KONG

CONFOUNDING FACTOR (UK) ←

LEVEL ARTIST AND DESIGNER - GALLEON

SALES CURVE INTERACTIVE (UK) ←

ART AND LEVEL DESIGN - XS, FATAL DOMAIN

QA TECHNICIAN - KINGDOM OF MAGIC, GENDER

current

2016

2012

2011

2010

2007

2006

2004

2001

1995