

Senior Game Designer with seven+ years of achievement in end-to-end **feature ownership, tuning/balancing**, and content **pipeline management**. Blends a passion for **systems design** with tireless **player advocacy** and business acumen. **Engaging leader and collaborative team player** able to drive gameplay mechanics and meet milestones.

SELECTED SKILLS

Player Engagement | Feature Design & Development | User Experience | Content Schedules | Mobile Game Design
Leadership & Resource Allocation | Tools Development | Relational Data & Common Data Templates | Proofs of Concept
Google Sheets | MS Office, Excel | Confluence | Jira | Adobe Photoshop, Illustrator | Subversion | OS X, Windows

Experience

The Walt Disney Company | 2011-Present

Senior Game Designer, Lucasfilm Games (2017-Present)

Star Wars: Commander

- Thrived in a dual lead and senior designer role by aligning critical goals with my workstyle, pitching a new content schedule to account for reduced design resources, and onboarding a new designer.
- Defined and managed slate for upcoming feature design, PvP live-ops, and 2x/month content updates.
- Re-tuned combat units against design pillars, product data, and current metagame. Deployed live with zero errors.
- Drove release event player engagement 15% and increased monetization 20% by prototyping, play-testing, and shipping a novel set of content for an existing gameplay system.
- Cut new loot crate creation time 80% and decreased average hotfix rates by creating new tools and data template to expedite data generation and entry.
- Co-developed roadmaps accounting for IP tie-ins, resource management, and business needs.

Game Designer, Disney Interactive (2011-2017)

Star Wars: Commander

- Owned feature design and content to refine social, economic, and combat mechanics.
- Spearheaded design planning and triage to balance business needs and keep a sharp focus on player fun.
- Shipped content up to 3x/month, maintained a high iOS App Store rating, and consistently hit revenue targets.

Unannounced Title

- Mobilized stakeholder groups around a new game map interaction after owning all facets of design including visual mockups, updating UX, correcting documentation, and rewriting map content data.
- Managed technical design of PvE and PvP UX including early-game content and tutorial cadence, narrative beats, level/quest design, and long-tail replay hooks to character unlock/level-up systems.

Kitchen Scramble

- Reduced content pipeline length from nine weeks to six, cut hotfix rate per release from two to virtually zero.
- Collaborated with Product Manager to define and apply tuning and balancing best practices.

Words of Wonder

- Co-owned initial builder-style game design and pivoted to a world-spelling puzzle game with original IP.
- Met business goals and avoided “pay-to-win” by owning feature specs and working with Product Manager.
- Managed content pipeline and CMS re-design to launch on-time and ship content up to 2x/month.

Education

Bachelor of Science in Applied Computer Graphics, California State University Chico | 2010

- Study Abroad at Chukyo University, Nagoya, Japan

Volunteering

ACM SIGGRAPH Sub-Committee Chair (2017)

- Oversaw planning and budget of LAN and Internet infrastructure for 16,500 attendee conference.

ACM SIGGRAPH Asia VR Showcase Sub-Committee Co-Chair (2017)

ACM SIGGRAPH Sub-Committee (2010, 2012-2018); *Game Developer's Conference* (2007-2010)