

Skills

Game Mechanics, Combat, and Narrative Design - Scripting - Rapid Prototyping

- ▶ Experienced in player and npc animation scripting for action game mechanics and in-game cinematic events.
- ▶ Languages and Tools: LISP, Lua, Java, C, ActionScript, Unity, Maya, Unreal Engine 3, Photoshop, Flash

Work

NAUGHTY DOG

2011 - present

Game Designer - Uncharted 3

- ▶ Developed new melee system emphasizing cinematic cameras, environmental attacks, and realistic physical reactions to capture the frantic energy of a classic action-adventure fistfight.
- ▶ Design, scripting, and layout for story-driven gameplay sequences including multi-character brawls, tutorials, exploration, stealth, horse-based combat, in-game cinematics with multiple actors, and five boss fights.
- ▶ Assisted direction of actors and stuntmen during motion capture sessions.

VISCERAL GAMES

2008 - 2010

Game Designer - 2 Unannounced Action-Adventure Titles

- ▶ Designed and prototyped multi-directional melee combat systems and cinematic gameplay sequences.
- ▶ Championed story-driven gameplay for new IP, edited story script, and created greenlight pitches.

Combat Designer - Trials of St. Lucia

- ▶ Developed Lucia, a new winged playable character for Dante's Inferno PDLC, in two months.
- ▶ Designed and implemented unique ground and flight-based combat mechanics and ranged attacks.

Combat Designer - Dante's Inferno

- ▶ Owned behavior scripting and tuning for a dozen enemies and two boss characters.
- ▶ Scripted quick time action event sequences for responsive timing and cinematic presentation.

ELECTRONIC ARTS

- ▶ EA Los Angeles - Technical Design Intern - Steven Spielberg's "LMNO" Summer 2007
- ▶ EA Tiburon - Production Intern - Central Online Team Summer 2006

School

Development Lead for 12 indie and student game projects - Games portfolio: www.swisshelm.com/games

Lord of the Fjord

3D Networked Viking Boat Bongo Battle - 3 person team - 2 months

- ▶ Drum and dodge to drive a team of heavy metal Vikings as they race to become the Lord of the Fjord!

Georgia Institute of Technology

B.S. Computational Media - High Honors - 2008

Other

Awards and Recognitions

- ▶ Winner - Game Developer's Conference 2007 One Laptop Per Child Game Design Challenge
- ▶ Best Picture - Campus Movie Fest National Grand Finale 2007 - *Fanya Kaplan* - Narrative Consultant and Grip

Game Community Volunteerism

- ▶ Extra Life for Kids - Director 2003-2007 - www.extralifeforkids.com
Raised over \$25,000 for children's hospitals by creating the first-ever system of charity gaming marathons.
- ▶ Conference Volunteer - GDC Conference Associate 2007 - 2010, E3 IndieCade Assistant 2007, IndieCade Juror 2011

Interests and Hobbies

- ▶ Film, animation, comics, theology, dancing, scuba diving, spicy food, and singing live rock and roll karaoke.