

## SUMMARY

Highly creative and self-motivated game designer with natural talent in world-building and immersive storytelling. Accomplished tabletop game designer with multiple critically-acclaimed games. Gifted creative writer with success in completing complex, large-scale novels. Thrives in collaborative, multi-disciplinary environments. Background in animation, film and creative writing. Passionate about creating spectacular gameplay experiences.

## NARRATIVE & GAME DESIGN EXPERIENCE

### MAX GAMING STUDIOS

#### Content/Narrative Designer (Contract)

Created narrative & game design content for tabletop role-playing game *Dark Horizons Universe*. Included inventing a new alien race, their backstory, weapons, gear and armor, and then fitting my work into a pre-established universe.

### THE LAST CHILD adventure novel

#### Writer

My novel *The Last Child* is a 454-page fantasy adventure which moved ahead of 4,000 other submissions to 2<sup>nd</sup> round of Penguin Publishing Breakthrough Novel Award Contest. Writing it involved an incredible amount of deep world-building, research, plotting of large story and character arcs, and creating dialogue for more than 65 characters.

### SHARD: THE REALM OF POSSIBILITY pen & paper role-playing game

#### Lead Game Designer/Writer

Spearheaded creation of 10 playable races, 35 classes, 70 combat forms, 85 creatures, 111 skills, 165 weapons and 850+ spells. Created world history, mythologies, languages, cultures and maps. Recruited and directed 23 artists from multiple disciplines to produce 200+ pieces of art.

### LEGEND: A GAME OF MAPS series of treasure hunt/code-breaking games

#### Creator/Game Designer

Conceived, created and published games (Parts 1 & 2 – Part 3 in development) which involved writing historical fiction and designing intricate riddles & puzzles.

### QUICKSTEEL dueling card game

#### Creator/Game Designer

Conceived and created game. Built prototypes. Game-tested. Iterated changes. Recruited and directed artist for game art. Established manufacturing relationships. Built website. Developed and launched Kickstarter campaign.

## RELATED EMPLOYMENT

### ETSY SHOP for LEGEND: A GAME OF MAPS (2013-Present)

#### Game/Narrative Designer

### MAX GAMING STUDIOS (2008)

#### Content/Narrative Designer (Contract)

#### 3D Digital Artist (Contract)

### ROBERT HALF/THE CREATIVE GROUP (2002-2005)

#### Animator, Visual Effects Artist (Contract)

### SERAPHIM PRODUCTIONS (1999-2004)

#### Filmmaker, Visual Effects Artist

## EDUCATION

### Bowling Green State University (2000)

BFA (Bachelor of Fine Arts) with focus on animation (Maya) and filmmaking (Adobe Creative Suite).