

## Game Designer/Developer

### SKILLS

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#### Languages

- Blueprints (10 Years)
- C++ (7 Years)
- Python (4 Years)
- C#/C/Lua (4 Years)

#### Design Skills

- Technical Design
- Systems Design
- Gameplay Mechanics
- Rapid Prototyping

#### Technical Skills

- Gameplay Programming
- Component Based Design
- Object Oriented Programming
- Multiplayer Networking / Replication

#### Tools

- Visual Studio
- Perforce / Git
- PlayFab
- Photoshop

### BUNGIE

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#### Destiny 2

Senior Technical Designer: C# / BungieScript (Lua) / Tag Content System (Tiger Engine)

6/2022 – Present

- Developed tools and workflows that enhanced designer efficiency, including a reduction in the Raid and Dungeon team's reward generation time by 80% (two weeks → two days).
- Spearheaded early-stage system design and implementation of major back-of-the-box features:
  - Portal - Designed and executed a new workflow driven by player choice, reducing the steps to enter gameplay. Produced source-of-truth documentation for cross-team implementation.
  - Ritual Pathfinder - Implemented simplified system of player pursuits with enhanced randomization compared to Campaign Pathfinder.
- Subject matter expert (SME) on automation of the seasonal live service model. Optimized for long-term sustainability.
- Delivered design frameworks and facilitated cross-product tool knowledge sharing to improve development processes.
- Collaborated with technical designers and production engineers to refine scripting guidelines for proprietary tools.

### GROOVE SCIENCE STUDIOS

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#### Soundscape VR

VR Game Engineer: C++ / Blueprints (Unreal Engine 4)

10/2021 – 6/2022

- Architected and developed the game's dedicated servers utilizing PlayFab, establishing scalable online infrastructure.
- Oversaw all networking and replication for VR/PC platforms.
- As the Blueprints SME, provided technical guidance and mentorship to the team.
- Converted a VR-only player character to first- and third-person for PC, designing multiple new movement and camera modes to enhance the gameplay feel on PC.
- Built responsive real-time 3D UI input system for in-game menus. Tuned the input feel and player feedback loops.

### MICROSOFT – 343 INDUSTRIES

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#### Halo Infinite

Content Developer / Narrative Gameplay Engineer: C++ / Lua (Slipspace engine)

1/2020 – 10/2021

- Refactored mission gameplay scripts for the campaign's objective system, improving robustness and feature expansion.
- Owned narrative cinematic sequences, including large-scale open-world and golden path cutscenes.
- Coordinated cross-team with artists and encounter designers to integrate Points of Interest across the open world, while supporting combat pacing and player navigation.

### PERILOUS ORBIT

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#### Sports Bar VR / Social Club VR: Casino Nights

VR Game Developer, Designer: C++ / Blueprints (Unreal Engine 4)

10/2016 – 1/2020

- Devised and forged half of all core systems for Social Club VR which included real-time multiplayer gameplay logic.
- Crafted in-game economies with reward systems that sustained long-term player engagement.
- Implemented a bleeding-edge Oculus Home multiplayer integration in Sports Bar VR.

### EDUCATION

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#### DigiPen Institute of Technology

Bachelor of Science in Computer Science and Game Design

April 2016