

PROFESSIONAL

Take Two Interactive Game Designer, *Mar 2019 - Jan 2023*

- Designed levels, mechanics and features at PlayDots for Two Dots.
 - Two Dots is an award winning mobile puzzle game, having won both Apple Editor's Choice & Google Play Editor's Choice and regularly kept **over 1 million daily active users**
- Lead a team of 12 designers to iterate, design and release new Two Dots mechanics
 - I regularly wrote design specs and created fan-favorite mechanics like Ghost Dots & Potions and led efforts to design new tutorial-friendly mechanics like Ropes & Fireworks.
- Used Unity editor tools to create bimonthly content updates and weekly Treasure Hunt level packs, totaling over 800 puzzles with unique challenges and theming.
- Documented and advised on improvements to our localization process in Unity & Jira.
- Monitored live events & content updates through Tableau & social media, rebalancing puzzle levels based on win rate data from players and vocal feedback.

The New School Lab Technician, *Jan 2012 - Feb 2019*

- Co-managed the Graphics Lab, Laser Cutting Lab and 3D Printing Lab; created documentation for new printers and machines and oversaw employee schedules.

Win 2 Learn Game Design Instructor, *Jan 2014 - Sept 2015*

- Taught game design at multiple schools in the New York City area; students were taught Scratch, GameSalad and Construct to instill principal coding and prototyping skills.

PERSONAL

Skills & Interests

- 6 years of Unity and C# experience
- Adobe Creative Suite, Google Sheets, Figma
- Jira, Github, project management
- Rapid prototyping, analysis, design research
- Game Design teacher and mentor
- Avid collector of vinyl records

Education

Bachelors of Design & Technology *The New School, 2013*

Helped create & manage the Parsons Game Design Club as Chief Technical Officer.

Assisted organizing tournaments, game jams and events such as the Molydeux MolyJam.