



## EXPERIENCE

### Junior Game Designer, Game Artist | Rubicon Publishing | Oakville, ON

JANUARY 2017 – FEBRUARY 2018

- Designed, pitched, and produced 10+ educational math games for grades K-8
- Lead discussions with the team, editors, and lead designers to create games that fit the teaching criteria and Ontario school board regulations
- Documented game design, feedback, and changes, with multiple iterations
- Revised game design to reflect feedback and data
- Held playtest sessions with target children



## PROJECTS

### Game Designer, Concept Artist | Grad Project “Kojiki54%”

SEPTEMBER 2017 – APRIL 2018

- Finalist for *The Rookies 2018 Game Contest* sponsored by Autodesk
- Created a fighting game with a strategic twist
- Worked with a team of game designers to understand the feature requirements
- Analyzed various game genres and examples to study design decisions
- Designed a core gameplay loop suitable for an exhibition environment
- Gathered feedback and made necessary adjustments to reflect acquired data

### Game Designer, Art Director | “Kyube” | Oakville, ON

FEBRUARY 2015

- Awarded Children’s Choice award in Holland Bloorview Children’s Hospital sprint week
- Worked with target audience in mind to create a game that all children of various physical capabilities can enjoy



## SKILLS

- ✓ Proficient with UNITY 3D game engine and Photoshop
- ✓ Skilled in conceptualizing and creating game concepts using various tools and tech
- ✓ Excellent written and verbal communication
- ✓ Flexible, open-minded, and self-motivated to excel with high attention to details
- ✓ Avid and attentive gamer



## EDUCATION

### Bachelor of Game Design, with Honors | Sheridan College | Oakville, ON

SEPTEMBER 2014 – APRIL 2018

- Prototyping with both physical and digital mediums
- Collaborated with individuals of various disciplines and backgrounds