

An innovative game production management student with proven experience in developing concepts & producing engaging, interactive experiences. Effective collaborator, project manager & leader, focused on product quality & reliability. Creative, idea driven & skilled in establishing cohesion between art, sound & gameplay.

education

Champlain College • Burlington, VT
B.S., Video Game Production Management
Game Studio I, Game Studio II, Project Management

game projects

Lead Producer • SuperSim

August – December 2024
3D • Isometric • Strategy • Unity
• Developed & pitched initial concept
• Coordinated production lifecycle
• Presented weekly sprint updates
• Presented final Capstone presentation

Producer • Loyal Blade

January – May 2024
3D • First Person • Parkour • Unity
• Managed quality of game with Agile
• Kept track of progress milestones
• Tracked team tasks with Jira
• Facilitated voiceover session

Producer • 4 Chemical Rodents

January – May 2023
2D • Top Down • Brawler • Gammemaker
• Implemented multi-mouse multiplayer
• Managed risk & collaborated with team
• Presented final pitch
• Pivoted based on playtest feedback

Designer • X-O-N-G

December 2019 – February 2020
2D • Platformer • Sports • Gammemaker
• Programmed core systems in GML
• Playtested & presented at expos
• Produced original soundtrack
• Implemented dynamic audio

volunteering

Gammemaker Club • Newmark Education
Spring 2018 – Spring 2019
Scotch Plains, NJ

• Organized curriculum, taught classes & troubleshoot projects

skills

- Agile development
- Scrum master
- Jira
- Atlassian/Confluence
- Gammemaker
- Unity
- Unreal Engine
- Notion
- Perforce
- Monday.com
- Trello
- Microsoft Suite
- Google Suite
- Adobe Suite
- Communication
- Conflict resolution
- Leadership
- Time management
- Problem solving
- Public speaking
- Creativity
- Adaptability
- Storytelling
- Playtesting

accomplishments

Future Business Leaders of America

May 2019
Web Design: New Jersey State Finalist

Future Business Leaders of America

May 2018
Computer Game Programming Simulation:
New Jersey 4th Honors & National Finalist

job experience

Technical Director • Vermont Sim Racer

Fall 2020 – Fall 2023

Burlington, VT

- Set up four networked racing simulators, trained staff & helped troubleshoot/repair equipment & software malfunctions
- Contributed to marketing functions through the production of flyers & videos for the company's website
- Organized & executed league race nights & large group bookings

interests

- Music Production
- Art
- Photography
- Competitive Pinball
- Axe Throwing
- Basketball