

PROFILE

Gameplay Designer and Technical Artist with extensive solo and professional experience in real-time games and pre-rendered cinematics. Specializing in bridging high-fidelity art with systemic gameplay logic to build immersive, interactive worlds.

EXPERIENCE

SPUREE Los Angeles, CA (Remote)

Unreal Generalist | *March 2025 - Present*

- Engineered procedural generation systems, technical art pipelines, and reactive environments for *The Magic Tree House* and multiple unannounced titles in Unreal Engine.
- Collaborated with cross-discipline teams to bridge the gap between art and programming, ensuring creative goals met technical performance requirements.
- Designed and implemented a wide range of artistic assets, from concept to final result for environments, props, characters, cinematics and more.

BRINX.TV Atlanta, GA (Remote)

Unreal Lead | *Dec 2023 - Jan 2025*

- Established and managed the core 3D/Unreal pipeline and file management systems from the ground up, directing a team of artists and overseeing inter-departmental communication.
- Directed and worked on the creation of environments, characters, and animations, ensuring visuals and logic integrated seamlessly into final sequences.
- Designed and implemented custom live Unreal controls for real-time broadcast stages and dynamic backgrounds.

INDEPENDENT DEVELOPMENT

- Developed a diverse portfolio of solo interactive projects, gameplay prototypes, and high-fidelity environments in Unreal Engine 4 and 5 over a 10+ year span.
- Designed core game logic, player mechanics and NPC/creature systems, alongside handling asset creation, environment design, animation, sound design, music, UI and more for all projects.
- Constantly improving my own skills through these projects to level up my professional contributions in the workplace; allowing me to stay up to date on the latest Unreal technologies such as PCG, Substrate, MegaLights and more.

SKILLS

GAMEPLAY PROGRAMMING & AI

- Highly proficient in advanced Blueprint scripting, including Behavior Trees and Blackboards to design complex behaviors and AI logic.
- Experienced in developing core player mechanics, state machines, and systemic gameplay from concept to fully functional systems.

TECHNICAL ART & WORLD BUILDING

- Skilled in utilizing PCG, RVT and Dynamic Mesh frameworks to populate and iterate on expansive, dynamic environments.
- Experienced in building highly customizable tools & systems in Unreal for faster artist workflows.

3D MODELING & MATERIALS

- Proficient in modeling, sculpting, and optimizing both hard-surface and organic 3D assets for real-time game engines.
- Skilled in developing game-ready shaders, ranging from highly optimized materials to complex, artist-customizable setups.

CINEMATICS & ANIMATION INTEGRATION

- Extensive experience crafting real-time and pre-rendered sequences using Unreal Sequencer, dynamic camerawork, and cinematic lighting.
- Trained in bridging technical and artistic workflows to integrate visual effects, logic events, and character animations into polished final scenes.

SOFTWARE

- Unreal Engine 4/5
- Autodesk Maya
- Blender
- Substance Designer
- Substance Painter
- Adobe Photoshop
- Adobe After Effects
- Houdini
- Gaea
- ZBrush
- SpeedTree
- Style
- Perforce

ACHIEVEMENTS

BEST OF TERM

Gnomon School of VFX

Won "Best of Term" Winter of 2022 in the category of 'Games - Development'

BEST OF TERM

Gnomon School of VFX

Won "Best of Term" Fall of 2022 in the category of 'Games - Gameplay'

ALUMNI PANEL

Gnomon School of VFX

Invited back to Gnomon in March 2023 to give a talk about my work.

EDUCATION

GNOMON SCHOOL OF VFX, GAMES & ANIMATION

Los Angeles, CA
BFA in Digital Production (Games Track)
2019-2022