



Projects

Malice in Wonderland (Unreal Engine 5, Demo on Steam) - Team Size: 24

Encounter Designer

September 2024 – Present

- Concepted, whiteboxed, and implemented 12 levels in Unreal Engine 5, focusing on encounter flow, pacing, and player movement.
- Designed and implemented 2 boss encounters, which included boss mechanics, attacking behaviours, and level layouts.
- Architected and documented procedural level systems including tile connections, rotation-safe layouts, and encounter scaling.
- Led 3 major level system refactors to improve environment artist workflow while maintaining build stability.
- Implemented and tuned gameplay encounters using playtest data to improve pacing, difficulty, and player flow.
- Collaborated across a 24-person multidisciplinary team to ship a commercial demo.

Dine N' Bash (C++ Custom Engine, Published on Steam) - Team Size: 9

System Designer

January 2024 – May 2024

- Balanced a score system in Machinations.io to create satisfying achievement and challenge.
- Developed Excel tools to streamline level creation for a 9-person multidisciplinary team.
- Authored clear visual design documentation to communicate mechanics and implementation requirements.
- Implemented all encounters for the game's three levels using JSON.

Heroic (Live Service Model) - Solo

System Designer

September 2025 – December 2025

- Designed progression, reward pacing, and retention loops for a system targeting 1000+ hours.
- Modeled multi-currency economy in Excel, balancing sources/sinks to control inflation and support monetization.
- Developed social systems to encourage player connection and long-term engagement.

Idle Alchemist (Unity) - Solo

May 2024 – August 2024

- Designed progression, crafting, and economy systems to support 100+ hours of gameplay.
- Conducted market research to align systems with player expectations in the idle genre.
- Implemented all gameplay elements using C#.

Big Gun Critters (TTRPG) - Solo

Narrative System Designer

January 2025 – April 2025

- Developed a complete TTRPG system centered on heist planning, cinematic action, and power fantasy.
- Constructed a humorous game world aligned with the game's narrative tone and mechanical design.

Skills

Design: Encounter Design • Pacing • Level Design • System Design • Game Balancing • Rapid Prototyping • Progression • Reward Structures • Design Documentation • Playtesting • Guild Wars 1&2 Veteran

Tools: Unreal Engine 5 • Unreal Blueprints • Unity • Unity Visual Scripting • C# • Perforce • SVN • Excel • Machinations.io • Adobe Photoshop