

Skills

Design : System Design • Game Balancing • Core Mechanics • System Modeling • Rapid Prototyping
Economy Design • Progression • Crafting Systems • Procedural Design • Reward Structures
Level Design • Design Documentation • Playtesting • Pacing

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

Projects

Malice in Wonderland (Unreal Engine) - Team Size: 24

Assistant Game Director / Technical Level Designer

September 2024 – Present

- Balanced player progression and procedural encounter pacing using Excel model & Unreal Engine data tables
- Designed rules for a procedural level system (tile connections, rotation-safe layouts, and encounter scaling)
- Concepted, whiteboxed, and implemented 12 levels to drive engaging player movement
- Led 3 major level system refactors to improve environment artist workflow while maintaining build stability
- Directed asset quality and creative consistency through targeted feedback across a 24-person team

Heroic (Live Service Model) - Solo

System Designer

September 2025 – December 2025

- Designed reward pacing and retention loops for a progression system targeting 1000+ hours of engagement
- Modeled a multi-currency player economy in Excel to resist inflation and support monetization
- Developed social systems to encourage player connection and long-term engagement

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
- Designed reward structures incentivizing generous, pro-social player behavior over combat optimization

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 to technical team
- Implemented all encounters for the game's three levels using JSON

English is Hard_ (Unity, Published on Steam) - Team Size: 3

Content Designer / Technical Designer

January 2023 – April 2023

- Developed and implemented UI, music, and animations using Unity and visual scripting
- Collaborated with a small team to rapidly prototype and polish mechanics within milestone deadlines
- Conducted playtests with new and experienced players to iterate on core mechanics

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#

Education

DigiPen Institute of Technology

Bachelor of Arts, Game Design

Graduating Spring 2026