

Seeking work in the Vancouver Games Industry as a producer and designer of interactive entertainment.

Industry Experience

Electronic Arts

EA SPORTS GAME STUDIOS, BURNABY BC, CA

Working within the FIFA Ultimate Team product family I acted as a Technical Artist on the FUT Web product collaborating with console artists and engineers. After transitioning onto the FUT Mobile Companion app team I took a more direct role in shaping the design and direction of the product. This role involved communicating with stakeholders, prototyping for UX tests, and generating interfaces that met our target of a mobile first methodology.

Technical Interface Designer (2014-present)

Loud Crow Interactive

MOBILE APP DEVELOPER, VANCOUVER BC, CA

Working with engineers and designers I produced the interfaces and interactions that users experienced on their mobile devices. Focus was put on creating quality family experiences at a fast pace. This involved workflow improvements such as tools in Photoshop, Flash, Python, along with refactoring and documenting their proprietary CSS/JavaScript authoring environment.

Developer Co-op (2013)

Recon Instruments

HARDWARE AND SOFTWARE HUD TECHNOLOGY, VANCOUVER BC, CA

Desktop software that I developed communicated with proprietary hardware running Android OS. This involved working with a complex technology stack composed of Flex, AS 3.0, XML, MySQL, PHP, AWS, and JSON to download and visualize data gathered by the users Heads up Display. Extensive refactoring, feature development, and UX improvements increased user engagement and met the ambitious goals set by the startup.

Developer Co-op (2011)

The Center for Research and Innovation

REGIONAL INNOVATION SERVICES GRANDE PRAIRIE AB, CA

Working within branding guidelines I generated a variety of print and web materials that promoted The CRI business. Strong relationships with their employees and various stakeholders enabled me to produce quality materials that met their strategic goals.

Graphic Design Contractor (2010)

Projects

ProtoProfundum

Third person horror prototype built with Unity and Wwise. Developed alongside audio and visual artists.

Urban Warfare

Browser based action game developed in Flash AS 3.0 with PHP/MySQL backend.

Containment

Players attempt to eliminate an infectious disease among their population in this challenging Game Jam title.

Skills

Producton

Wireframing, Kanban, Confluence, Prototyping, Trello, Hansoft, Slack, User Experience, UX Research.

Software

Photoshop, Illustrator, Maya, Unity, Flash, Flinto, Axure, After Effects,

Technical

GIT, SVN, Perforce, PHP, Android SDK, MCV, OOP, REST API's, JSON.

Education

Bachelors of Arts in Interactive Systems

SIMON FRASER UNIVERSITY, BURNABY BC, CA

The School for Interactive Arts and Technologies challenged me to take a more detailed research approach to designing products. Courses included Body Interface, Human Computer Interaction, Spatial Design, Advanced Game Design, and Developing Design Tools. Skills obtained during this time have made me proficient in User Experience and designing interactive experiences such as video games and user interfaces.

(2010-2014)

Diploma in Digital Design & Studio Practice

GRANDE PRAIRIE REGIONAL COLLEGE, GRANDE PRAIRIE AB, CA

Learning a Fine Art approach to Digital Media has provided me with the language and ethic that I need to work with artists in the Game Industry. Skills obtained while creating digital art have established my confidence in a highly multidisciplinary environment. More traditional art practices have informed the way I approach ideation and collaboration. Turning a workspace into an open studio and using sketchbooks to quickly iterate ideas are techniques that improve my production of video games and interfaces.

(2007-2010)