



Qualifications

- *Game Design Skills:* Documentation, Iteration, Prototyping, Quality Assurance, UX/UI
- *Technology Skills:* Illustrator, XD, After Effects, Figma, Unity, Claude
- *Fast Learner:* Absorbs knowledge quickly and looks for new subjects to master
- *Flexible:* Adapts well to shifting priorities/new directions

Work Experience

Epic Games

UX Designer - Fortnite

May 2022 - Current

- Working as part of the Front-End Engagement team of [Fortnite](#).
- Focused on front-end experiences that promote consistent engagement with the game.
- Creating designs and documentation using Figma and the team's component library.
- Work with UXR and Product to test prototypes and iterate based on feedback and data.

Power Level Studios

Game Design Intern

Jan - May 2021

- Redesigned the UI of [Soul Reaper](#) to fit on mobile in portrait orientation..
- Created an extensive wireframe document for future designers to reference using XD.
- Implemented UI layout changes in Unity.

Champlain College Emergent Media Center

Interactive UX Designer

Sep - Dec 2020

- Designed/conceptualized ways to create a VR experience using OVR's scent technology

Game UX Projects

Fortnite Passes

May 2024 - Current

UX Designer

- Helped redesign the Battle Pass and create designs for other mode's passes in a central hub.
- Worked in Figma with multiple teams to design, present, and document the new designs.
- Focused on creating new user experiences that increased conversion and retention rates.

Fortnite Engagement Events

Oct 2022 - Current

UX Designer

- Mid-Season events designed to increase player retention during a season (*Events to date: 5*)
- Collaborated in Figma with UI artists to design, present, and document the front-end screens.
- Emphasis on increasing the connection between gameplay, marketing, and front-end experiences.

D.A.V.E.

Sep - Nov 2021

Product Owner - UI/UX Designer - QA Lead

- 3rd Person Puzzle Platformer focused on using sunlight to grow plants (*Team Size: 7*)
- Designed the game's UI using XD and implemented the UI in Unity.

Education

Bachelor of Science Degree - Game Design

Champlain College

Interests

Drawing, Snowboarding, Cross Country Skiing, Hiking, Bouldering, Volleyball, Track and Field