

Ambitious technical game designer with 8+ years of experience making story missions for AAA open-world action games. Managed a large mission design team through a major tools transition while also directly authoring missions and other activities. Passionate about developing intuitive content pipelines collaborating with a range of cross-discipline teams and projects.

SKILLS

Quest/Mission Design, Level Design,
Encounter Design, Visual Scripting,
Technical Writing, Rapid Prototyping,
Cinematic Design, Management

SOFTWARE

Unreal Engine 5, Unreal Engine 4, Unity 5,
Adobe Premiere, Adobe Illustrator,
Adobe Photoshop, Inkscape, Perforce, OBS,
Sublime Text, Wwise, Parsec, Twine, Lua

PROFESSIONAL EXPERIENCE

Unannounced Projects *2K Games, Gearbox Software* *Oct 2025 - Present*

Lead Mission Designer

- Leading world designers and external development partners, both providing direction and co-authoring content
- Supporting multiple projects as a primary point of contact for mission pipeline tools development focused on dynamic narrative content for open-world action games that adapt to players' choices
- Building high-profile mission content directly with multi-disciplinary teams to test and further develop new technology

Borderlands 4 *2K Games, Gearbox Software* *Oct 2021 - Oct 2025*

Lead Mission Designer

- Led a team of 8 mission designers to build the main mission campaign and side mission stories for our flagship open-world title while advocating best practices and player experience goals
- Co-developed a proprietary scripting suite in Unreal Engine 5, including tools for gameplay scripting, voiceover, combat encounters, cinematics, and other Core-Tech systems to support multiple projects
- Refined and coordinated pipelines for mission content among several disciplines including writers, systems designers, cinematics designers, animators, content artists, and audio engineers
- Managed co-development teams building activities, systemic content, and levels as a primary point of contact
- Presented milestone review videos to directors and the full team
- Pitched, designed, and built the first main mission of the game leading a multi-disciplinary strike team

Tiny Tina's Wonderlands

2K Games, Gearbox Software

Apr 2021 - Oct 2021

Mission Designer

- Pitched, designed, and built the main mission "Hard Day's Knight" on a strike team with a 2-month development cycle
- Developed four side missions from blockout through release with a focus on polished real-time scripted events
- Mentored junior designers and new hires on best practices for developing for an established franchise

Borderlands 3

2K Games, Gearbox Software

Jun 2018 - Apr 2021

Mission Designer

- Developed over a dozen side missions including gameplay scripting, events, combat encounters, and voiceover in UE4
- Pitched, designed, and implemented all 4 missions for the "Director's Cut" expansion with a small strike team of artists
- Designed game mode and gameplay scripting template for "Takedown" raid missions
- Designed and built missions on the live service team including seasonal events and other free content patches

MODS

Ain't No Grave

Fallout 4 (Creation Kit)

Aug 2017 - May 2018

Designed a 3-mission single-player campaign with player choices, world state changes, and branching dialog.

Patient Zero

Half-Life 2 (Source)

Jan 2017 - Mar 2017

Designed a 10-minute single-player action-horror level with custom-balanced combat, music, and scripted events.

EDUCATION

Master of Interactive Technology, Design

SMU Guildhall, 2018

Thesis: Designing Missions with Meaningful Choices

Bachelor of Science, Sociology

Texas Christian University, 2015

Minor in Writing, Graduated with Honors

ADDITIONAL EXPERIENCE

Board Member, *North American Diplomacy Federation*

2024 - Present

www.thenadf.org

Contributor, *Diplomacy World*

2024 - Present

www.diplomacyworld.net