

I'm an artist and gamedev with near 10 years of XP across art direction, design, UI, motion/video, and game design. I've worked as a solo contributor and team lead across the multiple features, bringing to any team the fire to work quick independently and confidence to steward any team through muddy waters.

My ideal place is alongside a small passionate team, where I can ferry a project forward using any or all of the tools in my toolbox. I believe in getting my hands dirty, the rule of cool, the value of specificity, and listening to what a team needs to become the best version of itself.

Software Proficiencies

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Premiere Pro
- Figma
- Blender
- Unreal Engine 5
- Proprietary narrative software
- Perforce & P4V
- Playfab
- Miro
- Jira, Confluence

Game Experience

2024–2026

Sr. Designer (Game Presentation)

Brass Lion Entertainment – Wu-Tang: Rise of the Deceiver

I worked on Wu-Tang: RotD, a multiplayer anime-styled action game. As a Game Presentation Designer, my role was to reinforce the game vision and impact through all facets of the game's presentation. I implemented key game moments and squeezed juice into every feature. My main team responsibilities were cinematics, quest design, and leading the character customization team. I contributed to this project from **playable prototype** to **vertical slice** to **pre-production** in **Unreal Engine 5**.

Cameras & Technical Cinematics Design

- **Implemented** in-game cinematics, real-time scripted events, transitions, and cinematic dialogue using **Level Sequencer**
- Established cinematic **dialogue direction**
- **Prototyped and implemented technical cinematics** (reactive cameras, async animations for server-client interactions) using **Gameplay Abilities** and **Blueprints**
- Collaborated with tech animators, animation, and engineers

Quests & Narrative Design

- **Designed** quests, objectives, narrative progression
- **Implemented** quests using Blueprints, level instances, greyboxed environments, VFX, audio, and more
- **Implemented**, edited, and iterated on dialogue using **proprietary narrative tooling**
- **Developed** narrative features with engineers, narrative, and tech artists
- Established **review pipeline** and iteration process

Character Customization & NPC Creation (Team Lead)

- **Led character customization team** from pitch to production-ready
- Collaborated with engineering, art, tech art, design, and production
- Developed dev-facing NPC creation system and player-facing customization feature leveraging **Mutable** and **Playfab** for custom features
- **Feature direction** (art, character styling, design and scope)
- Developed **technical guidelines** with tech anim and character artists (seams, interactions, asset organization, etc.)
- Guided development of customization features (shaders, physics, etc.)
- Developed **asset tracking, pipeline** flow, and **outsourcing** packages
- Assembled a **board of cultural consultants**

Additional Responsibilities

- Implemented **Gameplay Abilities**
- **Lookdev** for shaders and art direction, environment lighting, level design
- Feature design (progression, battle pass, player journeys)
- Teaser trailer editing and cinematics capture

2021–2024

Sr. UI Designer

Brass Lion Entertainment – Wu-Tang: Rise of the Deceiver

I established our early UI art direction and aesthetic approach. My work revolved around concepting and tone-setting, capturing the unique romantic nostalgia of 90s hip-hop and cultural specificities surround the Wu-Tang Clan.

- **UI art direction**, creating **art bibles**, defining **scope approach**
- **Concepting** full-screen UI (shops, dialogue, menus) and modular pieces (9-slices, button states, HUD, modals)
- **Creating mock-ups** using **motion** (After Effects), **3D** (Blender), and **2D** (Figma, Photoshop, Illustrator)
- **Implementation** of UI (UMG, CommonUI), sub-levels, cameras, blueprints, materials, material parameters, and shaders
- **Interactive prototyping** in Figma leading feature discovery
- **Accessibility** features R&D
- **Collaborated** with UX Design and Engineering on feature development
- Developed information architecture, flow maps, player stories, usability maps, game structure diagrams, etc.

Other Work Experience

2019–2021

Freelance Design & Motion Graphics

SpinMaster, SoleSavy

2020–2021

Jr. Motion Designer & 3D Designer

Jam3 (now .monks)

I animated graphics for UI (apps and web), created motion-heavy video content, and created 3D assets. Alongside client-work, I also contributed to rapid prototyping animation in **3D (Blender, Cinema4D)** and **2D (After Effects)** for WebGL sites, apps, mobile games, and AR.

Notable Clients: Oculus, Prime Video, Estée lauder

2018–2019

UI/UX Designer, Motion Designer

Konrad

I worked with clients on the full process of product development including pitching, planning, and final design execution with UI and UX solutions. We built marketing sites, complex dashboards, and apps. As a Motion Designer I led a small team to **produce, write, and edit**, 300+ educational videos for online courses on tech and design.

Education

2014–2018

Bachelors of Design (Graphic Design)

OCAD University, Toronto Canada

2012–2014

Incomplete Bachelors of Fine Arts (Film Production)

York University, Toronto Canada