

**Design Technologist** with 10+ years of experience across game development, motion design, and interactive experiences. Skilled in prototyping with various programming languages and software, procedural animation, and WebGL and Unity. Tech-agnostic and always learning to push creative and technical boundaries.

## EXPERIENCE

**Volok Games** - Seattle, Washington and Graz, Austria

**September 2022 - August 2025**

### Design Technologist - Chimera Custom XG Development

- Led the development of comprehensive UI/UX systems for player data management, encompassing inventory, stat tracking, and level generation, to enhance user engagement and experience.
- Collaborated with UX designers and researchers to build and test prototypes, ensuring smooth implementation in the final game.
- Developed custom HLSL shaders integrated with Unity's UI framework for dynamic in-game menus and real-time mechanics.
- Designed interactive systems and game mechanics in C# to manage user interactions and gameplay flows.
- Modeled and rendered 3D assets for in-game and marketing materials.
- Implemented procedural level and enemy generation to transform a legacy codebase into a fully realized rouge-lite gameplay experience.
- Created workflow scripts to optimize Unity builds across multiple platforms, integrating with Steamworks for seamless testing and publishing.

**University of Washington** - Seattle, Washington

**September 2022 - December 2022**

### Adjunct Faculty Visual Communication Design - Junior Intro to Motion Graphics

- Instructed junior-level students on the fundamentals of 3D animation in Cinema4D and 2D motion design in After Effects, guiding them through hands-on projects and real-world workflows.
- Delivered course content following the department's structured syllabus while tailoring lessons to meet students' leaning needs and creative goals.
- Introduced key principles of motion design, breaking down complex concepts into engaging, digestible lessons.

**Lunar North** - Detroit, Michigan

**August 2018 - August 2022**

### Lead Creative Developer, Motion Graphics Designer

- Spearheaded the creation of interactive UI experiences for automotive infotainment systems, trade show exhibits, and real-time applications, integrating 2D/3D motion design and animation with optimized pipelines.
- Engineered in-vehicle experiences for gauge clusters and center stacks, utilizing Unreal Engine and OpenGL/C++ to evolve prototypes into fully realized applications for automotive OEMs under NDA.
- Conceptualized, designed, and launched an AR Unity app on the iOS App Store, enhancing user engagement for Eagle Ottawa, a premier automotive interior leather supplier.
- Crafted and animated a diverse array of videos, interface assets, and typography, employing After Effects and Cinema 4D to deliver visually compelling content.

**College for Creative Studies** - Detroit, Michigan

**September 2018 - December 2019**

### Adjunct Faculty Entertainment Arts - 2D Digital Animation Sophomore Studio

- Led sophomore-level courses on 2D animation, teaching foundational principles and workflows in After Effects.
- Delivered engaging lessons aligned with the course syllabus, ensuring students mastered key project milestones and learning objectives.
- Introduced core motion design techniques, including keyframe animation, F-curves, typography, and character animation, simplifying complex concepts for students

**Freelance** - Detroit, Michigan

**February 2018 - 2019**

### Motion Designer

- Delivered on traditional graphic design and motion design projects with a set of diverse clients.
- Designed large-format training manuals for a prominent automotive paint manufacturer.
- Established animation templates for an online video production tool.
- Optimised rendering and compositing for an automotive project at an agency.

**Communicore Visual Communications** - Metro Detroit, Michigan

**September 2016 - February 2018**

### Junior Motion Designer

- Delivered social media spots and internal training videos. Technical directed shoots and composited graphics and visual effects into the footage.
- Led training videos production with a commercial door manufacturer to develop sales and with accompanying manuals including installation and maintenance.
- Coordinated with editors and camera operators in a pipeline to best integrate graphics into the shot footage.

**Group [eX] Design Studio** - Metro Detroit, Michigan

**September 2014 - August 2016**

### Graphic Design Intern

- Initiated and led the design and production of a specialized training manual for PPG, a leading automotive paint manufacturer, overseeing every detail from concept to press and ensuring rigorous quality control.
- Collaborated with PPG to create visually compelling marketing and advertising print materials, enhancing brand presence and impact.
- Assistant directed a major photo shoot for PPG, revitalizing the brand's marketing photography library with fresh, dynamic imagery.

## SKILLS

### Development

- C#
- Unity
- HLSL / GLSL
- Javascript
- Git
- Shell / Bash
- C++
- HTML
- CSS

### Design

- Motion Design
- UI Design
- Visual Design
- Prototyping
- UX Design
- Branding
- Web Design

### Tools

- Unity
- Figma
- After Effects
- Cinema4D
- Blender
- Photoshop
- Illustrator
- InDesign
- Terminal
- Unreal Engine
- Linux
- MacOS
- Windows
- Trello
- Miro

## EDUCATION

### Bachelors of Fine Arts Communication Design

College for Creative Studies  
Detroit, MI - 2016

## LANGUAGES

- English
- German A2