

Narrative designer and project manager passionate about developing rich, immersive, and interactive experiences through storytelling. Sharpened visual storytelling and production management skills through a game design centric education and film production background.

Searching for a highly collaborative environment to develop engaging stories and tackle ambitious challenges.

PROJECTS

Terrarium - Narrative Designer + PM

Vancouver

September 2021 December 2021

Terrarium is a 3D mobile, sustainable city-simulation game. The player, as a Navigator, develops and manages a sustainable floating city by balancing Power Supply, Air Quality, and Citizen Well-being as their population increases.

Developed dialogue and systems design. Created setting, narrative background, and player character. Oversaw quest design and managed overall development pipeline.

Poyong - Narrative Designer

Vancouver

January 2022 April 2022

Poyong is a VR, choice-based narrative experience allowing players to embody Harun Zukifli, a youthful village leader struggling to locate his closest friend and defend his home from invaders.

Constructed character and setting briefs. Steered ideation and conceptualization of narrative premise. Built research reservoir for historical background of game setting. Developed story beats and choice structure to guide dialogue design. Wrote all dialogue.

Yumebau - Game Designer + PM

Vancouver

January 2022 April 2022

Facilitated the design and development of multiple AR games from conceptualization to delivery. Constructed a development pipeline matching client expectations and coordinated across design, development, and UX teams ensuring a cohesive and efficient production framework. Conducted rapid ideation sessions developing initial concepts to level designs.

The Herd - Game Designer + PM

Vancouver

May 2022

The Herd is a coop, casual-strategy adventure game built for PC, keyboard and controller. It was developed during a weekend-long game jam in Vancouver, BC.

Guided ideation and design remotely and in-person. Bridged team member interests and ideas to drive interest and passion for the project. Built narrative history and delivery systems.

Steel Awakening - Narrative Designer

Remote

September 2021 December 2021

Designed player character and created the narrative history of the Steel Awakening world. Forged three levels in Gamemaker and Twine. Created a design document outlining eight chapters and 60 levels.



EXPERIENCE

ALIA - Producer

Toronto
January 2018 - January 2020

Facilitated communication between the production team and clients such as Destination Ontario, Jack.org, and Ontario Parks. Incorporated ALIA creative vision into client/brand needs within our commercials. Contributed to ideation, budgeting, scouting, shoot planning, casting, editing, production management, and project delivery.

Behaviour Inc. - Accounts Intern

Toronto
January 2018

Worked on the Canopy Growth account with their flagship brand, Tweed. Supported Tweed team in project planning and execution through coordination of logistics in events such as Bud Light Dreams, Budweiser Stage, Boots and Hearts, and a brand concert with headliner, Snoop Dogg. Coordinated research for feasibility checks and purchasing. Conducted training and quality management for Brand Ambassadors.

EDUCATION

Centre For Digital Media Masters Degree - Focus in Narrative Design

Vancouver
September 2021 - Present

Ryerson University Certificate of Digital Art - Focus in Animation

Toronto
September 2020 - September 2021

Queen's University Bachelors of Arts - Film/Comm + Political Studies

Kingston
August 2015 - December 2020

TOOLS

Highland 2 Celtx
Figma Twine
Unreal Blueprints Maya
Adobe CC Harmony
Notion Miro
Trello Milanote

SKILLS

Level Design Game Writing User Testing
Narrative Design Grey Blocking Project Management
Systems Design Storyboarding
Mission Design Voiceover Direction
Cinematic Design Screenwriting
Cinematography Agile

AWARDS

MDM Scholarship

This scholarship is for all Masters of Digital Media students reaching a high-level of academic achievement.

December 2021

Marilynn Booth Award

Ryerson extended learning students excelling academically with a sound career path may receive this award.

January 2020



Raymond G. Chang Award

Entrance award for Ryerson extended learning students with an incoming GPA above 3.5.

September 2020

VOLUNTEER
WORK

Global Medic

Assembling and packaging emergency food kits for disaster sites across the globe.

September 2020

ATTENDED
WORKSHOPS/
GAME JAMS

Town One - Game Jam

Town One is an incubator game jam event that reimagines the jamming experience by providing critical guidance to our teams through a more practical development cycle that derives better portfolio material.

April 2022

HXHOUSE

A two-day event dedicated to the opening of HXHOUSE. Day 1 of the event encompassed a conversation with Nabil, Daniel Arsham, Matthew Williams, White Trash Tyler and Dr. Woo, on building their unique individual visual identity. Day two encompassed a conversation with Halsey, Cash, Boi-1da, OPN, Mustafa The Poet, Wondagurl and Swizz Beatz on breaking through the music industry.

September 2020