

Senior Writer

Bungie

Oct15 - Present

Writing and implementing mission dialogue, cinematic scripts, [and more](#) for *Destiny 2* and its expansions • Leading peer reviews and writers' room sessions • Collaborating with and mentoring colleagues from all disciplines



Lead Game Designer

E-Line Media

Nov13 - May15

Led the design of *Never Alone*, a multiple [award-winning](#) puzzle platformer • Managed five designers among a team of 22 • Built environments, scripted encounters, wired cinematics • Learned from Alaska Native elders & storytellers



Lead Game Designer

Z2

May12 - Oct13

Launched *Shadowlayer*, a free-to-play iOS action RPG featuring an original IP • Managed four designers and led over a dozen other team members • Wrote hundreds of [quests](#) featuring hilarious [characters](#) doing legendary things



Lead Content Designer

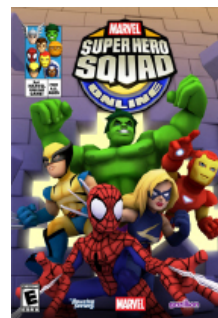
The Amazing Society

Nov08 - May12

Sierra Online Seattle

Jan08 - Nov08

Led a team of 24 developers on *Marvel Super Hero Squad Online* • Created [missions](#) for one of the biggest IPs in the world • Wrote thousands of [VO lines](#) for Iron Man, Spider-Man, Wolverine, and 100 other classic characters • Designed epic [boss fights](#) with iconic Marvel villains • Established the [world, history, and characters](#) for another, unreleased MMO



Narrative Designer / Lead Writer

Gas Powered Games

Aug06 - Oct07

Wrote and directed over 10,000 lines of fully voiced [dialogue](#) for *Space Siege* • Crafted the entire [single-player](#) and [multiplayer](#) stories • Created over 30 wildly diverse [characters](#) with at least 50 lines of dialogue each



Level Designer

Gas Powered Games

Feb05 - Jul06

Producer

Legend Entertainment

Aug99 - Feb04

