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Designer experienced in Triple A, F2P and VR development. Specializing in systems, sandbox, audio, level and multiplayer FPS design. Personal passions include gameplay and encounter design, specifically the creation of scripted moments. Seeking Senior and above positions at Game Studios working on exciting projects that incorporate modern meta-progression loops and design.

TECHNICAL SKILLS

- ▲ C Scripting Language (CSL)
- ▲ IW Engine
- ▲ Halo 4 Engine
- ▲ Id Tech 5/6
- ▲ Blueprint
- ▲ Unreal Engine 4
- ▲ Unity C#
- ▲ Adobe Illustrator / Photoshop
- ▲ Free to Play (F2P) Systems
- ▲ P4V / GIT / SVN
- ▲ Bugzilla / DevTrack / JIRA
- ▲ Lua

PROFESSIONAL EXPERIENCE

Rooster Teeth Games; Austin, TX Nov 2018 – Ongoing
Senior Designer – Vicious Circle (PC)

- Leading Designer on metagame, combat, and character implementation and systems
- Created and designed system specifications for additional playable characters and creatures
- Created specifications for progression interaction, challenges and rewards for Battle Pass features
- Co-designed and developed additional gameplay events, gadgets and interaction mechanics
- Co-wrote C++ and blueprint script for all the above systems, features and specifications

Certain Affinity; Austin, TX Oct 2017 – Nov 2018
Senior Designer – Transformers Impact (Multiplatform) (F2P)

- Lead Mission Designer and owner of procedural technology and design
- Led a team of 3-4 developers in the creation of procedural mission systems for UE4 development
 - Objective specific mark-up blueprint and components
 - Developed AI spawning components within objective mark-up
- Ownership of cooperative mission flow and encounter pacing
- Assisted meta-progression design with mission content for Free-to-Play loops

Certain Affinity; Austin, TX Sept 2016 – Oct 2017
Designer – Unannounced VR Experience (Multiplatform)

- Responsible for prototype Mission, Level and Scenario creation in UE4 VR development
- Ownership of block-out and layout features for VR perception and traversal
- Assisted in the creation and implementation of various USMC weaponry
- Implementation of level-scripted audio, sfx and volumes

Certain Affinity; Austin, TX Feb 2016 – Sept 2016
Map Team Lead / Scripter – Modern Warfare Remastered (Multiplatform): Shipped 11/4/2016

- Sole scripter on sound effect implementation for triggered gameplay scenes
- Adjusted sub-mixes, DSP values, and emitter placement during co-dev with partners (8 levels)
- Balanced and designed individual sound effect properties for level ambience
- Map Team Lead, responsible as design point for Death From Above, No More Fighting, and Mile High Club
- Supported art team with scripting, in particular fixing gameplay bugs that occurred from World Building
- Designed, pitched and implemented upgraded scripted destruction events for flying gunship sequence

Certain Affinity; Austin, TX

June 2015 – Feb 2016

Level Designer – Mafia III (Multiplatform): Shipped 10/7/2016

- Responsible for prop layout, specifically generic combat zones useable by randomized mission AI
- Part of level design team for environment prop placement / design in three open world districts
- Implementation specialist on the cover and navmesh system for CA's design team
- Designed and propagated AI combat kits for randomly generated missions
- Designed, placed and balanced AI combat and stealth encounters for District Hideouts

Certain Affinity; Austin, TX

Jan. 2015 – June 2015

Systems Designer – Doom (Multiplatform): Shipped 5/23/2016

- Spawn system designer, used heat maps to measure spawn efficiency and balance implementation
- Aided progression designer in balancing the experience / reward loop for OOG stats
- Camera shake implementation / design for explosive weapons and equipment
- Gameplay and UI scripting for Domination, Freeze Tag, War Path, Soul Harvest, and Clan Arena

Certain Affinity; Austin, TX

Jan. 2014 – Dec. 2014

Systems Designer / Scripter – Halo 2 Anniversary MP (Xbox One): Shipped 11/11/2014

- Scripted MP Game Modes: Juggernaut, CTF, Slayer, Oddball, Ricochet and King of the Hill
- Re-designed, balanced and implemented all weapon melee damage based on Halo 2 sandbox
- Designed multiple novel Juggernaut game modes, and implemented the innovative Gungoose CTF
- Implementation of audio, UI markers, HUD notifications, achievements and medals for above game modes
- Co-designed and implemented camera shake and recoil for weapons and vehicles
- Implemented and co-designed vehicle sandbox based on Lead Sandbox Designer specifications

EDUCATION**The Guildhall at Southern Methodist University***Graduation – Dec. 2013**Plano, TX 75024*

- Master of Interactive Technology (MIT) in Digital Game Development, Specialization in Level Design
 - **Thesis:** Traditional vs. Modular Development in Multiplayer Level Design
 - Student Activities Committee Treasurer; 2011 – 2012

Purdue University*Graduated – Dec. 2009**West Lafayette, IN 47907*

- Bachelor of Science in Computer Graphics Technology

ADDITIONAL ACTIVITIES**Extended Game Industry Career**

May 2010 – Jan 2012

- QA Tester – WB Games
- Tools Tester – Zipper Interactive

Mentoring / Design Talks

- Mentored SMU Guildhall and University of Texas Game Design students
- Talks, Presentations and Mentorship
 - From Indie to Triple A, a talk on the transition from Indie Development to Triple A Design
 - SMU Guildhall Presentation for 2015 Cohorts
 - Austin Games World Summer Camp 2016
 - Austin Games World Summer Camp 2017
 - Game Chica! Girls Game Conference 2018