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## Game Design, Writing and Documentation

### Summary

Game designer, writer and documentation specialist with five years of experience in videogame production who has created game concepts, mechanics, stories, controls and end-user documentation for games ranging from casual puzzles to online multiplayer RPGs using both original and licensed I.P. on a variety of platforms.

### Freelance Work

#### Services

- Create game concepts, and mechanics and U.I. according to client specifications.
- Write and revise in-game text (e.g., game story, dialogue, tutorials, Help).
- Write and revise end-user documentation (e.g., user guide, FAQ, walkthrough).
- Write and revise publisher, licensor and carrier certification documents.

### Clients & Projects

#### Airborne Entertainment

- Initial design of multiplayer social networking mobile game (NDA).
- Initial design of branded casino game (NDA).

#### Anomalik

- Initial design and mechanics for rhythm/puzzle game (*Age of Tesla*).

#### CloudRaker

- On-screen help for web and mobile-based social networking application (NDA).

#### EA Mobile Canada

- Dialogue for mobile simulation game (*SimCity Societies*) and casual adventure game (NDA).
- Help, FAQ and User Guides for mobile games (*Backgammon*, *Bejeweled*, *Boggle*, *Casino Deluxe*, *Mahjong*, *Scrabble*, *Sudoku*, *Tetris*, *Texas Hold'em*, *Tony Hawk's American Wasteland*).
- Help, FAQ and User Guides for iPod games (*Bejeweled*, *SimBowling*, *SimPool*, *Solitaire*, *Sudoku*, *Tetris*).

#### Ludia

- Initial game design, UI prototypes and in-game text for multi-platform games (*The Price is Right*, *Hell's Kitchen*).
- Investor and licensor presentations.

#### LVL\*Studio

- Story concept for an online teen-themed RPG (*A3*).
- Game design for a dinosaur-themed RPG (*Dinosaur Highway*).
- Game design for prehistoric hunter/gatherer-themed RPG (*Sapiens*).
- Validated concept and design of alternate-reality game (*Kikitronic*).

#### Open Design

- Layout design, typesetting and production of 100+ page RPG books (*Castle Shadowcrag*, *Empire of the Ghouls*).
- Graphic design of print and postcard advertisements for *Kobold Quarterly*.

#### Q8 Is Mobile

- Complete story and game script for mobile fishing game (*Gone Fish'n*)
- Revised competitive analysis and other publisher submissions.

#### Tormont Publications

- Developed five children's boardgames based on classic designs (*World Geography* 2008 publication)

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## On-Site Work

### *Artificial Mind & Movement (A2M)*

Game Designer  
November 2005 – August 2006

#### **Co-Designer Credits:**

- **Monster House DS** – Story outline.
- **Monster House GBA** – Character dialogue and event scripting.
- **Sims 2: Pets GBA** – Story outline, character dialogue, event scripting, and all in-game text.

### *EA Mobile Canada*

Game Designer  
November 2002 – February 2005

#### **Sole Designer Credits:**

- **Boggle** for mobile phones.
- **Hard Rock Casino** for PC, Pocket PC and Palm.
- **Kasparov Chessmate** for PC, Pocket PC and Palm.
- **MSN Zone Casino** for Flash.
- **Scrabble** for mobile phones.

#### **Co-Designer Credits:**

- **Casino Deluxe** for mobile phones – Initial design and Help text.
- **Lemonade Tycoon 2: New York City Edition** for PC and Web – Initial design, tutorial system and all in-game text.
- **Merriam-Webster Crossword Challenge** for Palm – Help text.
- **MLB Slam!** for Nokia N\*Gage – Initial design and in-game text.
- **Nestimulo!** for Web – Initial design and all in-game text.
- **Yahtzee Deluxe** for mobile phones – Control scheme and in-game text.

## Presentations

### **Design in Miniature: UI and Usability for Multiple Platforms**

Presented to the Society for Technical Communication on February 24, 2004.

## Affiliations

### **International Game Developers Association (Montreal)**

August 2005 – Present

### **Society for Technical Communication (Montreal)**

August 1999 – August 2002

Programs Coordinator / Vice-President / President

## Education

### **Master's Degree (Concordia University, June 1999)**

English Literature with Comprehensive Examination option.

### **Bachelor's Degree (Concordia University, June 1995)**

Honours in Creative Writing and English Literature.

## Software

- Doc-to-Help 6.5
- FrameMaker 5.5/6.0/7.0
- GIMP
- InDesign CS2
- Microsoft Office XP
- Microsoft Visio XP
- PaintShop Pro 7.0

## References Available On Request