

## **GAME DESIGNER/EDUCATOR**

**Extremely creative Game Designer and Educator** with 15+ years of experience across mobile, web, educational, and live-action game design. Adept at leading interdisciplinary teams and designing systems that blend player psychology, narrative depth, and commercial success. Recognized for mentoring future designers, developing high-impact gameplay, and bridging entertainment with education.

### **Highlights**

- Designed curricula for multiple undergraduate courses for Full Sail University's Game Design Bachelor's Degree.
- Created and oversaw all gameplay and content for Team USA's Pinsanity, a multi-platform game for the U.S. Olympic Team.
- Designed Pixie Hollow's Fairy Gardens at Disney Interactive Worlds, improving monetization and player retention.
- Designer/Internal Producer for Scurvy the Seaweed Slinger, showcased at the Smithsonian Museum of Science.
- Eagle Scout: Boy Scouts of America

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### **CAREER OVERVIEW**

#### **Course Director – Game Mechanics I ■ FULL SAIL UNIVERSITY**

2017 – 2025

- Delivered lectures for both on-campus and online courses, focusing on fundamental game design principles..
- Led instructional planning and curriculum development for multiple undergraduate courses aligned with industry best practices, including mentoring of students and coordination with additional instructional staff.
- Created and maintained a project-based learning environment that encouraged creativity, collaboration, and real-world application of course content.
- Employed diverse teaching strategies supporting active learning and inclusive engagement across a diverse student population and provided all students with equal learning opportunities.
- Created hands-on learning activities, including assignments, tests, quizzes, and labs that reinforced core competencies in game mechanics and design thinking.
- Assessed student outcomes promptly with actionable feedback, supporting iterative growth and skill mastery.
- Oversaw asynchronous online learning experiences and provided individualized mentorship to help students overcome academic and logistical challenges.
- Found solutions for student-related obstacles on an individual basis, including modifying assignment requirements to accommodate unforeseen challenges such as natural disasters, logistical concerns, and developmental difficulties.
- Maintained strong connections to the game development industry through continuing education, research, and speaking engagements, ensuring content remained current and relevant.

#### **Game Designer/Owner ■ Partly Wicked LLC**

2016 – PRESENT

- Partly Wicked, LLC. is a design-oriented critique and consultation company specializing in Escape Room and live-action game experiences. Using unique criteria blended with dark humor, Partly Wicked seeks to elevate the quality of experiences created by designers and the expectations of their players by applying design methodologies made successful in Video Game production.
- Design and develop new Escape Room Experiences
- Assess game experiences already open to the public.
- Provide Beta Testing services for upcoming games.
- Provide design solutions for games in development via consultation services.
- Report on recent Escape Room industry news, such as the opening of new venues, services, and design trends.

**Game Designer (Freelance) ■ MIGHTY PLAY**

2014 – 2015

- Proposed original game mechanics to meet educational challenges appropriate to curriculum.
- Developed original mechanic ideas for implementation by development team including creating all design documentation, asset lists, concept imagery, wire frames and data sets.

**Senior Game Designer/Producer ■ BRANDISSIMO!**

2013 – 2014

- Designed all aspects of Team USA's Pinsanity, on behalf of the U.S. Olympic Team, for Facebook, iOS & Android.
- Proposed each feature to senior management and clients for approval both as high-level presentations and detailed, visually-oriented design documents.
- Oversaw implementation of designs by development team to ensure that the final products adhered to overall creative vision and goals of the US Olympic Committee.
- Prioritized development of features for incremental release in conjunction with Olympic Games calendar.
- Singularly responsible for integration of assets and management of daily content releases using proprietary tools.
- Coordinated weekly sweepstakes for tangible Team USA prizes.

**Associate Game Designer ■ DISNEY INTERACTIVE WORLDS**

2011 – 2013

Game Designer for an unannounced web-based Virtual World with iOS Access.

- Designed fashion-oriented games, including competitive, cooperative, and social experiences with single and multi-player modes.
- Created clothing inventory system with fashion-based social meta-game inspired by Likes.
- Designed avatar customization experiences, which encompassed hair, make-up, and clothing systems.

Associate Game Designer for Pixie Hollow web-based Virtual World.

- Designed, implemented, and managed new Fairy Gardens, a multi-day tending feature, which drove revenue growth, increased retention, and raised average daily sign-ins per user using a combination of data-driven metrics and player feedback.
- Developed a plan for the release of new content for the system, which maximized the remaining bandwidth of the art team while requiring no further attention from the development staff.

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**EDUCATION & CREDENTIALS****Master of Science in Video Game Design, Minor in Video Game Production (2010)**

Full Sail University  
Valedictorian  
GPA: 3.92

**Bachelor of Science in Communications, Minor in Advertising & Public Relations (2001)**

St. John's University  
GPA: 3.8

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**INDEPENDENT PROJECTS**

*Nowak Gaymer Survey, International Study of Sexual Orientation & Video Game Play Preferences* Founder, Author & Lead Researcher (2009 – Present)

- Collect and analyze vital data to create a profile of the homosexual gaming market.

*Video Game Round Table, Weekly Games Industry Podcast, GameStooge.com* Gameplay Analyst (2010 – Present)

- Provide critical analysis of historically significant games from a design perspective and report on industry trends.

*Scurvy the Seaweed Slinger, Master of Science in Video Game Design Final Project* (2009 – 2010)

- On display at the Smithsonian Museum of Science (February to July 2012)

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**AFFILIATIONS**

International Game Developers Association (IGDA)

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