

PROFESSIONAL EXPERIENCE

Refactor Games, Los Angeles, CA

October 2025 – Present

UX/UI Director

AAA sports game developer

- Directed multidisciplinary team of developers, designers, artists, animators and audio engineers, driving execution throughout production lifecycle
- Owned cross-functional design architecture and visual development, serving as touchpoint between internal teams, publishing and distribution partners
- Oversaw the successful port of a flagship title to mobile, ensuring feature parity, performance and optimization
- Defined and optimized production pipelines spanning design, art, audio and engineering to maximize team efficiency and product quality

ARA (Applied Research Associates), Los Angeles, CA / Raleigh, NC

August 2024 – October 2025

Games Division Director

Government contractor creating games to train military personnel

- Led cross-functional teams of engineers, artists and designers to develop immersive training simulations for mobile, console and VR platforms, optimizing resource allocation and project execution for national security challenges
- Spearheaded strategic vision for gameplay design, systems architecture and advanced visualization technologies
- Streamlined cross-departmental relations, ensuring alignment with broader organizational goals and fostering a collaborative work environment
- Utilized expertise in Adobe, Maya and Unreal to overhaul art direction workflows and streamline throughput
- Demonstrated excellence in project management, budget management and performance evaluation

Mob Entertainment, Los Angeles, CA / St. Louis, MO

July 2022 – August 2024

Mobile Division Director / Game Director

Survival horror developer making AAA debut

- Drove the artistic, narrative, and game design vision for AAA survival horror titles
- Led the design and development of engaging gameplay mechanics and long-term player progression systems
- Developed innovative player retention routines, including daily, weekly and seasonal events/reward structures, increasing average CCU, play session time and overall “stickiness”
- Collaborated with engineering, community management and product teams to incorporate user feedback into design iterations, ensuring continuous improvement and userbase satisfaction
- Established standardized art workflows in the Adobe Suite, Maya and Unreal to deliver high-quality products on time and within budget

ReWorld, Beijing / Seattle, WA

January 2021 – July 2022

Creative Director, North America Operations

Emergent game platform leveraging user-generated content to drive infinitely scalable gaming ecosystems

- Led the design and integration of gameplay, narrative and audio for a user-generated content game platform using Unity3D
- Pioneered art, design and engineering workflows to accommodate complex game engine and cross-platform compatibility, achieving scalability and efficiency
- Managed end-to-end production lifecycle, holding design, art and engineering teams accountable for deliverables
- Recruited, interviewed, and hired diverse, multi-disciplinary talent, building a high-performance team with expertise in Unity, Blender and other essential tools

Betta Games, Beijing / Los Angeles, CA

November 2018 – January 2021

Creative Director / Game Director

Top developer of mobile games, edutainment & fitness apps

- Directed art and design for mobile games, edutainment, and fitness apps, establishing best practices and workflows for consistent quality and efficiency
- Conceived original game concepts, pitched them to stakeholders, and secured funding, resulting in a team of ten or more incubated engineers
- Oversaw a comprehensive pipeline overhaul to enhance studio efficiency and optimize production lifecycles
- Employed gamified elements to augment mobile game design to incentivize user retention and engagement

Creating AI-driven edutainment language products

- Led UX/UI and game design for edutainment app teaching letters, numbers and early language skills
- Designed adaptive learning pathways using learner performance data and AI to personalize difficulty and content sequencing, improving lesson completion rate
- Collaborated with curriculum specialists to translate language-learning objectives into scaffolded gameplay mechanics and measurable learning outcomes
- Designed UA / retention framework and lesson plans via adaptive, gamified learning curricula
- Designed voice-first pronunciation exercises using ASR/TTS, improving learner accuracy and confidence
- Scaled UI and content localization across various languages; ensured pedagogy and UX met cultural expectations
- Owned accessibility and child-safety UX to ensure compliance with COPPA

EARLIER EXPERIENCE

- **Gamefam (formerly Playcorp), 2017-2018: Lead Game Designer** - Authored core design materials, rapid prototyping, cross-departmental coordination
- **Vueality, 2016-2018: Lead Game Designer** - Designed game systems, documented core features, UX/UI design
- **Heavenspot, 2015-2016: Producer, UX/UI Designer** - Led design and production for mobile games and ad campaigns, streamlined workflows
- **IGT (International Game Technology), 2013-2014: Game Director** – Led development of portfolio of games for IGT prototype casino device
- **Martini Time Productions, 2013-2016: Founder, CEO** - Founded multiplayer game company and led development of multiplayer games for touch-based environments
- **THQ, 2007-2009: QA Tester** – Wireframes, user-stories, bug testing and localization
- **Countrywide Homeloans, 2003-2007: Sr. Portfolio Executive** – Managed / trained regional branches of managers and loan officers in project management, production, sales, etc; one of top-ten performing executives in the world

EDUCATION

USC, Los Angeles, CA

May 2016

B.A. Game Design / Art for Games / Film Production (Cum Laude)

- “Full ride” scholarship based on game design portfolio and functional game demos
- School of Cinematic Arts - President
- TA for classes including UI Design, Narrative Design for Games, Experimental Games and more
- Member of several honor societies, Dean’s List, etc.
- Graduated *Cum Laude*

Moorpark College, Moorpark, CA

May 2011

A.A. Psychology / Art & Animation for Games

- Multimedia Club - President
- Game Design Club - Founder / President
- Honors society, Dean’s List, etc.

SKILLS

2D/3D Art and Design, Engineering Leadership, Team Management, Strategic Planning, Cross-Functional Collaboration, Pipeline Development, Figma, Adobe Creative Suite, Maya, 3ds Max, Blender, Unreal Engine, Unity3D, C++, Python, Agile Development, Game Design, UX/UI Design, Product Design, Budget Management, Performance Management, Software Architecture, Visualization Technologies, Technical Leadership, IC Development / Mentorship