

## Education

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### ITT Technical Institute

Major: Video Game Development  
Major: Multimedia

Degree: Bachelors  
Degree: Associates

Fall 2006 – Fall 2008  
Fall 2004 – Fall 2006

### Copper Mountain Community College

Major: Computer Science

Degree: Associates

Spring 1997 – Fall 2000

## Work History

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### Wizards of the Coast

Title: Technical Web Content Specialist

May 2008 – Present

Location: Renton, WA

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#### Job Duties

- Convert Word Documents into XML and posts daily articles to the Daily MTG portion of Wizards.com
- Create and update other miscellaneous pages such as Avalon Hill product pages and Tournament Fact Sheets.
- Work with XML and a custom CMS to update real time standings, results, and articles regarding international Magic: The Gathering tournaments.

### Nintendo of America

Title: Game Product Tester

July 2009 – February 2010

Location: Redmond, WA

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#### Job Duties

- Tested first- and second-party Nintendo games for hard locks, soft locks, graphic corruption, unintended short cuts, faulty AI, level boundaries, clipping issues, and general game play bugs.
- Documented found bugs with clear descriptions on replicating the issues.

#### Personal Accolades

- Of approximately 30 to 50 testers on *The Legend of Zelda: Spirit Tracks*, I discovered and documented around 20% of all submitted bugs.

### V-Design, Inc.

Title: Master Gamer

July 2005 – June 2007

Location: Redmond, WA

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#### Job Duties

- Worked within a team of designers and writers to produce quality *Nintendo Power Strategy Guides* for popular Nintendo console and handheld games.
- Devised strategy to guide a player through locations, defeat enemies and bosses, find and use power-up items, and use advanced methods to improve their overall understanding and skill of the game.
- Wrote Word and Excel documents detailing items, character stats, walkthroughs, FAQs, locations, secrets, unlockables, and other assorted game-related information for use by the project's designers and writers.
- Created screenshot and illustrator maps using Adobe Photoshop, Adobe Illustrator, and Final Cut Pro.
- Took screenshots to compliment copy blocks for the design layout.

## References

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**Jason Schaat** – ITT Tech Instructor  
(425) 489 – 0935

**Sonja Morris** – V-Design Manager  
(206) 334 – 6318

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**John Pirtle** – Alaska Structures Flash Project Coworker  
(714) 326 – 9775

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## Publications

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I devised content and strategy, created Illustrator and screenshot maps, and took screenshots for the following publications

<b>Prima Games</b>	<ul style="list-style-type: none"><li>• Super Mario Galaxy</li></ul>	
<b>Nintendo Power Magazine</b>	<ul style="list-style-type: none"><li>• Issue 212, Pages 58 – 61</li></ul>	<ul style="list-style-type: none"><li>• Issue 213, Pages 66 – 72</li></ul>
<b>Nintendo Power Official Strategy Guides</b>	<ul style="list-style-type: none"><li>• Animal Crossing: Wild World</li><li>• Fire Emblem: Path of Radiance</li><li>• The Legend of Zelda: Twilight Princess</li><li>• Metroid Prime Hunters F</li><li>• Super Paper Mario</li><li>• Yoshi's Island DS</li></ul>	<ul style="list-style-type: none"><li>• Battalion Wars</li><li>• New Super Mario Bros</li><li>• Pokemon Battle Revolution</li><li>• Pokemon Diamond &amp; Pearl</li><li>• Pokemon Mystery Dungeon</li><li>• Pokemon Range</li><li>• Pokemon: The Ultimate National Pokedex</li></ul>