

*15 years designing games and XR experiences through all stages of development.
 Close-knit collaborator with artists, engineers, and clients in teams of all sizes.
 Hands-on with tight iteration, shipping player-focused creative solutions.*

EXPERTISE

Prototyping · Level Design · Experience Design · Multiplayer · Procedural Generation · UX & UI · Live-service · Location-based experiences · AR / VR / XR · Colocation

TOOLS

Unity (10+ yrs) · Unreal Engine · Source Engine · C# · JavaScript · Git · Perforce · SVN · Jira · Figma · Photoshop · Claude Code

SHIPPED

Path of Exile

2013 onwards · PC Game of the Year

Dr Grordbort's Invaders

2018 · Magic Leap One launch

Into the Scaniverse

2024 · Meta Quest store

Meow Wolf × Niantic AR

2025 · Client release

RECOGNITION

Game of the Year 2013

PC Gamer · Path of Exile

Slice of Heaven Grand Prize

NZ Game Fest Pavs 2019 · Invaders

Top 10 Most Played Custom DoD Map

70k+ downloads · dod_vigilance

EDUCATION

FGGS - Finish Good Games that Sell

Pro Indie Dev
2025

CS50 - Introduction to Computer Science

Harvard / edX
2014

Bachelor of Visual Communication Design

Massey University Wellington
2010

EXPERIENCE

Senior Game Designer

2022 - Present

Niantic Labs / Spatial · Whangarei, NZ - Remote

Designing AR/XR experiences across mobile, web, and emerging glasses hardware.

- Designed experience and UI flows for client Meow Wolf delivering a proof of concept experience that strengthened partnerships.
- Created prototypes exploring novel technologies which informed future development design and plans.
- Developed AR prototypes for top IPs to provide ideas and examples for decision makers.
- Designed a VR experience within scope on an in-development web engine using a novel rendering technique to meet the short given deadline.
- Designed and delivered colocated multiplayer physics game Contraptions which strengthened key partnerships.

AR · VR · Unity · Multiplayer · Prototyping

Co-Founder, Game Designer

2020 - 2022

NZXr · Whangarei, NZ - Remote

Co-founded a boutique XR studio; led design across original IP and client work for hardware partners.

- Iterated closely with a client to deliver an interactive audience layer in Unreal for theatre experience Destination Mars earning high praise from the audience.
- Designed and shipped Great Crane Cake Off - a physics-based XR game built to showcase Qualcomm Snapdragon Spaces hardware at partner events.
- Delivered a VR training experience that used natural-language input with branching-narrative to a satisfied client.
- Developed a location-based AR framework with our team which provided meaningful value to our company sale.

AR · VR · Unity · Unreal · Studio leadership

Game Designer

2015 - 2020

Magic Leap × Wētā Workshop · Wellington, NZ

Designed experiences for cutting-edge in-development mixed reality hardware.

- Developed mixed reality encounters so to fit in the many varied needs of players' real rooms while retaining their challenge and entertainment.
- Working closely with artists I designed and prototyped interactable objects for players were visually interesting with clear affordances.
- Owned the puzzle sections of the game, working closely with an artist to iterate on readable interactables and accessible puzzles.
- Ran solo or with small teams to design and prototype game designs and new interactions which enabled unexplored concepts to be tested quickly, giving direction to the company.

Magic Leap · MR · Unity · Multiplayer · Prototyping

Level Designer

2011 - 2015

Grinding Gear Games: Path of Exile · Auckland, NZ

Sole level designer on PC Game of the Year 2013, from pre-alpha through release and several expansions.

- Authored every area across 4 acts, endgame, PvP arenas, and tailored expansion content
- Worked closely with artists and the art director to direct and integrate art with a tight feedback loop enabling many unique and beautiful areas to be produced.
- Laid out all encounters throughout the game, creating interesting combinations giving players a variety of challenges and difficulties while keeping production efficient.
- Balanced the random generation of area size and rewards to craft progression, difficulty, and exploration which kept players on track and engaged throughout their whole playthrough.
- Partnered with engineering to improve the procedural generation system to produce many different types of layouts, allowing players with hundreds of hours of play to remain curious and exploring.
- Developed and implemented many different types of content such as missions, quests, NPCs, dialogue and enemies which allowed our small team to fill out a game that met and exceeded player expectations.

ARPG · Level design · Progen · Content · Live service