Garrett Rickey

Game Designer and Educational Instructor

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Portfolio-Game Design

Portfolio-Writing

PROJECTS

Frost Fight— Full Sail University GDBS Final Project
Team Lead/Lead Designer, Lead Level Designer, Programmer
April 2018–July 2018

- Collaborated with both art and development teams and managed weekly meetings, where the output of the meetings were bi-weekly action reports
- Created level designs and managed other Level Designers by ensuring quality of their efforts aligned to the final construction of the game being developed
- Managed and created scripts for the initial version of the player controller. As the lead, I identified script improvement that assisted in the upgrade of the script resulting in a more efficient script
- Quality assurance, managed and created scripted prototypes and final versions of hazards found throughout the levels

EXPERIENCE

Collins Career Technical Center, Chesapeake, Oh
Substitute Teacher

September 2019-December 2020

- Dispense assignments and ensure completion.

Jolly Bro-Op, Winter Park, Fl
Lead Level Designer

January 2018-April 2018

- Introduce, Practice, Master (IPM) Charts, which assist in the introduction of in-game mechanics for the player to practice, and then master (i.e. Jumping.). These charts assist with the level design process
  - Responsible for the creation of such documents
- Designed rough draft level layouts, in accordance with the IPM Chart. Reviewed feedback and based on input, would change layouts and other details through iterative testing.

Global Game Jam, Winter Park, Fl
Lead Level Designer, Level Designer

January 2018 and January 2017

- Responsible for management and creation of IPM Charts
- Designed levels in accordance with the IPM Chart
- Scripted interactable items within the levels
- Accountable for review of creation of levels and clearing them for the final build
- Designed layouts for the levels and assist in building
- Prefab creation and implementation

EDUCATION

Full Sail University, Winter Park, Fl
Bachelor of Computer Science, Game Design

August 2016-August 2018

SKILLS

Unity3D - A free to use Game Development engine.

Unreal Engine 4 (EU4) - A free to use Game Development engine.

C# Scripting - Programming language used within the Unity Game Engine (GE).

C++ Blueprinting - Visual programming language used within the UE4 GE.

Perforce/SourceTree - 3rd Party Version Control softwares.

Level Design - Planning layouts and floor plans for levels to be used in projects.

Playtesting & Quality Assurance - Testing projects for deficiencies in scripts or designs.

MonoDevelop - Script writing program.

Microsoft Visual Studio - Script writing program.

Rapid Prototyping & Blockout - Rapidly producing prototype mechanics and levels to move to QA testing.

Writing - Creative writing for games and short stories.

AWARDS & CERTIFICATIONS

Level Design
Unity: Level Design: Adam Crespi on Lynda.com

Unity: 3D Level Design: Alan Thorn on Lynda.com

Unity 5: 2D Level Design: Alan Thorn on Lynda.com

User Interfacing
Unity 5: UI: Jesse Freeman on Lynda.com

Unity 5: 2D Advanced UI: Jesse Freeman on Lynda.com

Education
5-Year Substitute License: State of Ohio Department of Education

LANGUAGES

American Sign Language