

AVIVA SCHECTERSON

Game Designer

avivayalla.com | linkedin.com/in/aschecterson

Game designer with 3+ years of working in the games industry with a B.A. in Game Design from DigiPen Institute of Technology. Strong systems design, level design, and technical writing background.

SKILLS

GAME DESIGN

- Systems Design
- Puzzle Design
- Mission Design
- Level Design
- Technical Writing
- Analog Game Dev
- Content Design

TOOLS & SCRIPTING

- Unity (C#)
- Python
- Maya
- InDesign
- Photoshop
- MS Office Suite
- Planner/Trello

PROFESSIONAL AVOCATIONS

GAME DESIGN TEACHING ASSISTANT

DigiPen | Sep 2013 – Apr 2016

CHAIR

IGDA Jewish Developers SIG | Mar 2016 – Current

CONFERENCE ASSOCIATE

Game Developers Conference | Mar 2016

KRAV MAGA INSTRUCTOR - KRAV MAGA WORLDWIDE

Kirkland Krav Maga | Jan 2018 – Current

RELEVANT DESIGN EXPERIENCE

GAME DEVELOPER & EDITOR / APOCRYPHA ADVENTURE CARD GAME / CO-OP ROLE-PLAYING HORROR CARD GAME

Lone Shark Games | Jan 2016 – Current

- Design the daily new powers for the *Apocrypha v1 Companion App*.
- Designed missions for 2 of 9 unique chapters, successfully meeting the design deadline for the third box.
- Designed and edited powers for 1,200 cards of content and the 40-page rulebook and 3 20-page storybooks.
- Built usable prototype cards in InDesign and developed the game with the cards on a bi-weekly update cycle.

GAME DESIGNER / THE DARK WATERS OF SERENIA / ROLE-PLAYING FANTASY TABLETOP GAME & DIGITAL GAME

Independent | Oct 2014 – Current

- Designed tabletop systems for a 3-tiered bestiary, underwater combat, and mermaid vs. human interaction.
- Designed levels in Unity (C#) to demonstrate a turn-based 3D movement system.
- Wrote 50-page book that contained the content and rules for a basic campaign.
- Modified creative commons art in photoshop to further implement theme and complete a vertical slice.

GAME DEVELOPER & EDITOR / THORNWATCH / COMIC BOOK FANTASY CARD GAME

Lone Shark Games | Jan 2016 – Feb 2018

- Developed and edited powers for 200 cards and content for 1 game master, 5 heroes, and 18 denizens and monsters.
- Wrote and edited conceptual design documentation to lay out the 20-page rulebook.
- Edited content and powers templating throughout the game's development.

LEAD GAME DESIGNER / CRYSTALLITE: THE OBSIDIAN CHRONICLES / CO-OP DUNGEON CRAWL ACTION DIGITAL GAME

Team Nova | Sep 2015 – Dec 2015

- Designed levels using team's custom engine from a grid-based prototype with requested tools.
- Prototyped level and encounter design on paper for an independent study that strengthened overall design of the game.
- Managed each designer's tasks using Trello and communicated with tech team through scheduled weekly meetings.

GAME DESIGNER / JAMIE / SINGLE-PLAYER STORY-RICH ADVENTURE DIGITAL GAME

Independent | Jan 2015 – Apr 2015

- Designed 10 puzzles and 4 missions in Unity (C#) to create a mysterious and connected experience.
- Designed 3 levels to narratively flow seamlessly through each section of the missions.
- Wrote narrative and recorded 30 lines of dialogue to match the content that guided the player through the puzzles.

EDUCATION

Graduated Apr 2016

GAME DESIGN (BACHELOR OF ART) / DIGIPEN INSTITUTE OF TECHNOLOGY