

AVIVA SCHECTERSON

Game Designer | User Experience Designer

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SKILLS

GAME DESIGN

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

TOOLS & SCRIPTING

- Unity (C#)
- Azure 8 RP
- Python
- Maya
- Adobe InDesign, Illustrator, & Photoshop
- MS Office Suite

PROFESSIONAL AVOCATIONS

GAME DESIGN TEACHING ASSISTANT

DigiPen | Sep 2013 – Apr 2016

IGDA SIG CHAIR

IGDA Jewish Developers SIG | Mar 2016 – Current

CONFERENCE ASSOCIATE

Game Developers Conference | Mar 2016, Mar 2019

KRAV MAGA INSTRUCTOR - KRAV MAGA WORLDWIDE

Kirkland Krav Maga | Jan 2018 – Dec 2018

RELEVANT DESIGN EXPERIENCE

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

Lone Shark Games | Jan 2016 – Dec 2018

- Developed, wrote, and designed a revised rulebook that increased the quality of the game using InDesign, MS Word, and MS Excel.
- Designed new daily powers for the *Apocrypha* κ 1 *Companion App* to give players new gameplay every day.
- Designed and documented missions for 2 of 9 unique chapters, successfully meeting the design deadline for the 3rd 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 – Dec 2014, Mar 2018 – Current

- Designed tabletop systems for a 3-tiered bestiary, underwater combat, and mermaid vs. human interaction.
- 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 DESIGNER & DEVELOPER / PATHFINDER ADVENTURE CARD GAME: CORE SETS / CO-OP ROLE-PLAYING FANTASY CARD GAME

Lone Shark Games | Jan 2018 – Jul 2018

- Designed content for boons and banes for a generic base set to be played with any expansion without confusing players.
- Designed new and/or modified parts of the turn-based system and combat system to be compatible with other sets.
- Conducted bi-weekly external playtests to further develop new rules and concepts with veteran and novice players.

GAME DEVELOPER & EDITOR / THORNWATCH / COMIC BOOK FANTASY ROLE-PLAYING (LITE) BOARD 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 a final 20-page rulebook along with 18 storyboards.
- Edited content and determined what would be final templating throughout the game's development cycle.

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 designer-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 story with a 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 / ENGLISH, MINOR / DIGIPEN INSTITUTE OF TECHNOLOGY