

AVIVA SCHECTERSON

Game Designer

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Game designer with almost 5 years of working in the games industry and a B.A. in Game Design from DigiPen Institute of Technology. Well-versed in a variety of game genres. Detail oriented and empathetic to players concerning AI/NPC design, mode/mission design, and instructional design. Wanting to influence the designs of new and exciting games while applying my growing game scripting skills to provide your players with memorable interactive experiences.

SKILLS

GAME DESIGN

- AI/NPC Design
- Game Mode Design
- Mission Design
- Instructional Design
- Content Design
- Puzzle Design
- Technical Writing
- UX Design
- Analog Game Dev

TOOLS & SCRIPTING

- Lumberyard (Proprietary visual scripting)
- Unity (C#)
- Axure 8 RP
- Python
- 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 (ALLIANCE CERTIFIED)

Kirkland Krav Maga & PNW Krav Maga | Jan 2018 – Jan 2020

RELEVANT DESIGN EXPERIENCE

GAME DESIGNER / *CRUCIBLE* / PvPvE TEAM-BASED HERO SHOOTER

Relentless Studios | July 2019 - Current

- Design AI creatures and implement them into the game using Lumberyard and custom state machines.
- Design events and content for unique game modes so the various characters can help their team in multiple ways.
- Arrange world interactables for engaging gameplay moments in the map.

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

Lone Shark Games | Jan 2016 – Dec 2018

- Designed missions for 2 of 9 unique chapters, successfully meeting the design deadline for the 3rd box.
- Developed a revised rulebook using InDesign, increasing the quality of the final game.
- Designed and edited powers for 1,200 cards of content, as well as 3 20-page storybooks with unique missions.

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 a 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 the 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

GAME DESIGN, BACHELOR OF ART / ENGLISH, MINOR

DigiPen Institute of Technology | Graduated Apr 2016

DIGITAL GAMING, ASSOCIATE OF ART

Bellevue College | Graduated Mar 2012