riley shepard

hire@riley.moe — 07542 359953

Objective:
☆ Position as Game Designer / QA Tester / UI&UX Designer

Summary of Qualifications:
- Games demoed at Penny Arcade Expo (3 years running)
- Able to sufficiently detail and describe game mechanic interaction as well as player interaction
- Countless hours of studying the mechanical systems of existing game titles
- Able to work through reproduction steps to replicate potential issues
- In-depth knowledge of UI/UX design principles
- Understanding of project scope gained from trial and error
- Experience with VR technologies (Oculus, HTC Vive)

Education ✎

Digital Gaming and Media Graduated February 2016
Lake Washington Institute of Technology (LWIT) Kirkland, WA
GPA 3.49

Technology ◎

Game Development Environment: GameMaker 8.0, Unity (w/ PlayMaker)
Image Editing: GiMP 2.0, Adobe Photoshop CC
3D Modeling: Autodesk Maya, zBrush
Font Creation: FontStruct.com
Microsoft Office /Excel/PowerPoint

Work Experience 📇

Solo Game Project - PAX   Kirkland, WA   2013-2014
LWIT Game Dev Club
Worked on a solo game project to present at PAX, two years running.

UI/UX Designer – PAX   Kirkland, WA   2014-2015
LWIT Game Dev Club
Created & implemented UI elements for 'The Underground' and 'Nightline Delivery' to present at PAX.

Cert Tester – Contract   Redmond, WA   2017-2018
Tested titles for Xbox One as a part of certification for release to, ensure they met Microsoft quality standards.

References 👍

Phil Trumbo
Professor, Department Chair, Digital Gaming and Media @ LWIT
phil.trumbo@lwtech.edu

Ethan Wisell
On Demand Testing Manager, C2S Technologies
ethan@c2stechs.com

Timothy Coates
Manager, C2S Technologies
tim.coates@c2stechs.com