

Aaron Louis Albert

Narrative-Systems Designer

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Skills

Design: Gameplay, Narrative, Systems, Creative Writing, Rapid Prototyping, Playtesting.

Programming: C#, Visual Scripting.

Software: Unity, Microsoft Office Suite, Photoshop, After Effects, GameMaker, Perforce, JIRA, Audacity.

VR/AR: HTC Vive, Oculus Rift, Microsoft HoloLens.

Industry Experience

Schell Games | Game Design Intern | [HoloLAB Champions](#)

January – May, 2018

- Worked as a designer on a multidisciplinary team developing a VR chemistry game for HTC Vive.
- Wrote and implemented dialogue voice-over.
- Outlined and sequenced narrative beats using flowcharts and implemented using visual scripting.
- Designed feedback systems between the player and the game's two main characters.
- Tuned lab equipment interaction systems to promote realism and usability.

EA Maxis | Game Design Intern | [The Sims 4: Cats and Dogs](#), [The Sims 4: Seasons](#)

May – August, 2017

- Worked as a member of the systems design team designing new content and writing documentation for two expansion packs: *Cats and Dogs* and *Seasons*.
- Tuned content and gameplay features for *The Sims 4: Cats and Dogs*.
- Collaborated with team members from various disciplines to ideate, scope, and iterate features.

Selected Projects

[Of Blood and Water](#) | Writer

September – December, 2017

- Worked with a writing team to write a five-act adventure for the Dragon Age Tabletop RPG system.
- Wrote within the confines of a pre-established IP to create engaging narrative and gameplay.
- Wrote the prose and dramatic scene for the fifth act.
- Crafted narrative and gameplay structure using character sheets, step-outlines, and flowcharts.

[Mindset](#) | Narrative Designer, Programmer

September – December, 2017

- Project lead on [By the Campfire](#), a narrative experience developed for non-profit [iThrive Games](#).
- Designed and programmed a dialogue system that utilized the tenants of active listening to promote empathetic communication.
- Edited dialogue and worked closely with the writer to ensure that the narrative and game systems were appropriately supporting each other.

[Robo Repair: Addition and Subtraction](#) | Game Designer, Programmer

January – May, 2017

- Developed a mathematics practice game that was [released for iPad on iTunes](#) in May, 2017.
- Prototyped mechanics, wrote design documentation, and conducted playtests to create a product that is accessible to special needs children with varying math competency.
- Wrote dialogue, programmed gameplay, implemented assets, and animated characters.

[Building Virtual Worlds](#) | Programmer, Game Designer

August – December, 2016

- Worked as a programmer and designer creating a unique game every two weeks.
- Enriched communication, leadership, teamwork, and rapid-prototyping skills while working with five separate multidisciplinary teams.
- Used Unity to develop for HTC Vive, Oculus Rift, HoloLens, Eyetracker, and CAVE.

Education

Carnegie Mellon University – Entertainment Technology Center

May, 2018

Master of Entertainment Technology
Pittsburgh, PA

Miami University

December, 2015

B.A. Psychology and Interactive Media Studies
Oxford, OH