

Aaron Louis Albert

Game Designer

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Skills

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

Programming: C#, Lua, Blueprint, Visual Scripting.

Software: Unity, Unreal, Microsoft Office Suite, Git, Perforce, Jira, Photoshop, After Effects, Maya.

Platforms: PC, Oculus Rift, HTC Vive, HoloLens, ARKit, ARCore, iOS, Android.

Industry Experience

Part Time Evil | Game Programmer/Designer | Multiple Projects

November, 2018 – Present

- Programming an AR game utilizing ARKit, ARCore, and an OpenCV Deep Neural Network.
 - Created a collision system allowing real objects detected by the DNN to interact with AR objects.
- Programming tools for BlendShape data processing and streaming for [Aquifer](#), a facial mocap app.
- Worked on a multiplatform mobile 3D adventure game.
 - Programmed and wrote design documentation for features including object interactions, player controls, boat controls, dialogue, and a fishing system.
 - White-box prototyped levels to tune gameplay flow and feel.
 - Liaised with teammates to ensure proper integration of art, design, and code.

Schell Games | Game Designer | Shipped: [HoloLAB Champions](#)

January – May, 2018

- Worked during a four month internship at Schell Games as a designer and writer on the multiple award-winning VR chemistry game *HoloLAB Champions*.
- Designed and implement character behavior and dialogue systems.
- Structured and implemented narrative beats and dialogue flow using flowcharts and visual scripting.
- Designed lab equipment and substance simulation systems to promote realism and usability.

EA Maxis | Systems Designer | Shipped: [The Sims 4: Cats and Dogs](#), [Seasons](#)

May – August, 2017

- Worked on the *Sims 4* systems design team during a three month internship at EA Maxis.
- Designed new features and wrote documentation for two expansions.
- Used proprietary tools to implement and tune systemic content.
- Worked with the core *Sims 4* systems, such as Emotions, Traits, and Needs to create engaging gameplay.
- 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.
- Designed combat scenarios and enemy/NPC stat cards to create thematic yet balanced encounters.
- Wrote within the confines of a pre-established IP to create engaging narrative and gameplay.
- 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 [iThrive Games](#).
- Designed and programmed a dialogue system that utilized the tenants of active listening to promote empathetic communication in a teen audience.
- Edited dialogue and worked closely with the writer to ensure that the narrative and game systems were appropriately supporting each other.

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