TRACY STRICKLAND

Game Designer

(555) 123-4567

tracystrickland@email.com

San Francisco, CA

SKILLS

Game Mechanics Design
Expert

Storytelling & Narrative Design
Expert

Unity & Unreal Engine
Expert

Prototyping & Playtesting
Expert

Cross-functional Team Collaboration
Expert

UI/UX Design
Expert

Level Design
Expert

Puzzle and Quest Design
Expert

Gameplay Balancing
Expert

Scripting (C#, Python)
Expert

LINKS

LinkedIn: /in/tracystrickland

Portfolio: http://tracystrickland-portfolio.com

AWARDS

Awarded "Best Game Design" at the Game Developers Choice Awards (2024) for innovative combat mechanics.

Nominated for the "Excellence in Game Design" award at the Global Jam (2022).

PROFESSIONAL SUMMARY

Creative and passionate Game Designer with over 8 years of experience in developing immersive, interactive game experiences. Seeking to leverage my expertise in game mechanics and storytelling to create innovative and engaging games at a leading studio.

EXPERIENCE

Game Designer

Ironclad Games, San Francisco, CA

March 2020 - Now

- Design and prototype gameplay mechanics for a top-rated strategy game, leading to a 20% increase in player retention.
- Collaborate with a team of 15 developers, artists, and writers to create detailed game levels and user experiences.
- Conduct playtesting and gathered player feedback, iterating on designs to improve overall game balance.
- Create narrative-driven design documents and storyboards, enhancing the game's storyline with rich, player-driven narratives.

Game Designer

Pixel Forge Studios, Oakland, CA

June 2017 - February 2020

- Developed core gameplay systems for an action-adventure game, including combat mechanics, inventory, and level progression.
- Worked closely with artists and programmers to implement visual and audio assets into game prototypes.
- Designed in-game tutorials to onboard new players, reducing early-stage drop-off by 15%.
- Organized weekly design reviews with the team to ensure alignment on creative vision and project goals.

EDUCATION

Bachelor of Science in Game Design, University of California, Berkeley, CA

Graduated: 2015