

EMILY WELLER | GAME DESIGNER

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Recent graduate from the University of Texas with a Bachelor of Science degree in Arts and Entertainment Technologies. Seeking an entry level position designing and writing for video and tabletop games. Has experience working collaboratively.

SKILLS

Technology: Word, PowerPoint, Miro, Trello, Twine, Ableton, Processing, JavaScript, Unity, Github

Writing: Dialogue, Branching Narratives, Narrative Design, Documentation, Worldbuilding, Flavor Text

Design: Puzzle Design, Level Design, Game Design

RELEVANT PROJECTS

Torchbearer

1/24-5/24

A third person puzzle-adventure game built in Unity revolving around the usage of light about delving to the bottom of sunken ruins in order to relight the path to the shrine of a god. Worked on with two other people. Designed puzzles, levels, and narrative.

Murder at the Magic Rave

4/24

A tabletop roleplaying game about solving the murder of a powerful wizard in the aftermath of a rager. Designed to be played by 3-5 people and a game master in a single session.

After Hours

9/23-11/23

An escape room built into a pre-existing room on UT Campus, themed around surviving both finals week and an angry ghost. A 15-20 minute experience for 3-6 people. Worked on with three other people. Designed puzzles and audio.

EXPERIENCE

Undergraduate Assistant | University of Texas at Austin

8/22-5/24

Assistant to Professor Shannon Murray in Intro to Narrative. Took attendance, gave writing feedback, arranged movie nights, and managed instructor surveys.

EDUCATION

Bachelor of Science in Arts and Entertainment Technologies | University of Texas at Austin

8/21- Present | GPA: 3.89

Relevant Coursework

- Physical Game Design
- Level Design
- Narrative Design
- Game Scripting