Eric Steigerwald

Narrative Writer

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# Skills

* Experienced Writer
* Familiarity with Level and Systems Design
* Skilled at Choice-Based and Improvisational Narrative Modes
* Management Skills
* Passion for Sci-Fi and Fantasy

# Experience

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| Smart with Art  August 2015 – Present | Tech Instructor   * Taught children simple art and game design skills in a classroom environment * Assisted with technical maintenance and IT problem-solving |
| Project Fun  DigiPen  May 2014 – August 2014  May 2015 – August 2015  (Seasonal) | Name Tag Game Narrative Lead & Lead Activities Coordinator   * Constructed sophisticated live card/dice game aimed at teens * Did extensive live narrative development with complex and seamless integration to game mechanics * Weekly balancing and content creation for trading card game * Helped manage large team of 10+ individuals |
| DigiPen Work Study-Program  DigiPen  September 2012 – May 2015 | Teaching Assistant   * Worked closely with professors to teach game history, game analysis, and tabletop RPG design * Managed team of 7+ members to meet deadlines and grade dozens of projects in limited timeframes * Provided extensive editing feedback to students |
| Projects | |
| The Cat’s Pajamas  Digipen  January, 2015 – April 2015 | Designer for Game Project Team   * Constructed and tested game prototype and content * Performed systems design, map design, and content creation |
| Independent Projects  DigiPen  September, 2012 – April 2015 | Solo Game Developer for Prototyping Class   * Worked independently as developer, designer, and QA * Learned custom in-house engine, created 3D and 2D levels, self-taught Python |

# Education

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| Bachelors of Arts in Game Design  Digipen Institute of Technology | 2011 – 2015 |