Eric Steigerwald

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# Skills

* Proficiency in Systems Design, Narrative Design, and Quality Assurance
* Familiarity with Level, Content, and UI Design
* Experience with Python, Unity, and C++
* Skilled Writer
* Management Experience

# Experience

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| Project FunDigiPenMay 2014 – August 2014May 2015 – August 2015 | Game Lead/Lead Activities Coordinator* Constructed sophisticated live card/dice game aimed at teens
* Massive balancing and content creation for trading card game
* Helped manage large team of 10+ individuals
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| DigiPen Work Study ProgramDigiPenSeptember 2012 – April 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 in academic papers
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| School Projects |
| Independent ProjectsDigiPenSeptember, 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
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| The Cat’s PajamasDigipenJanuary, 2015 – April 2015 |  Designer for Game Project Team* Constructed and tested game prototype
* Performed systems design, map design, and content creation
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| Space WizardsDigipenSeptember 2014 – January 2015 | Producer & Lead Designer* Managed a team of 8 members towards a collective vision.
* Designed controls and player feedback mechanisms.
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# Education

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