Eric Steigerwald

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| 6917 149th Ave NE | Redmond, WA 98052 |
| 240-271-5076 | [eric@skypond.us](mailto:eric@skypond.us) |

# 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 Fun  DigiPen  May 2014 – August 2014  May 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 |
| DigiPen Work Study Program  DigiPen  September 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 |
| School Projects | |
| 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 |
| The Cat’s Pajamas  Digipen  January, 2015 – April 2015 | Designer for Game Project Team   * Constructed and tested game prototype * Performed systems design, map design, and content creation |
| Space Wizards  Digipen  September 2014 – January 2015 | Producer & Lead Designer   * Managed a team of 8 members towards a collective vision. * Designed controls and player feedback mechanisms. |

# Education

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