

Danielle Merrithew

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PROFILE:

- Passionate game designer who is experienced in game testing and an avid Gamer
- A well-organized individual whom is efficient and displays strong attention to detail
- A friendly team player who possesses excellent verbal and written communication skills
- Absolute problem solver, who is receptive to constructive criticism
- Goal orientated, self-motivated, confident, and an energetic individual who encourages and supports fellow team members

SOFTWARE SKILLS AND SCRIPTING LANGUAGES:

- C#, GML Action Script 3
- Unity 5, Game Maker: Studio, UDK, Flash Develop
- SVN, Mantis Bug Tracker, Trello, JIRA, Asana
- Microsoft Word, Excel, Visio, Power Point
- Adobe Illustrator, Photoshop, Premier, Flash
- Audacity, Autodesk Maya

EDUCATION:

Art Institute of Vancouver – (January 2013- March 2015)

Game and Art Design - Diploma

Trained in Game Design, User Interface Design, Scripting, Level Design and Quality Assurance

GAME EXPERIENCE:

Quality Assurance, NeoCruz LTD. (April 2015 – Present)

- Tested the game content and worked with the development team to ensure the quality of the game
- Wrote executable test scripts and performed regression testing during multiple phases of development
- Found and reported bugs using *Asana* and assigned priorities to issues

UI Designer/ 2D Artist, Hardcore Technologies (April 2015 – Present)

- Responsible for conceptualizing user interface and art assets for mobile apps using *Illustrator*
- Communicate with company via Skype and adjust UI design and assets accordingly to feedback

(Student) Game Designer, Art Institute of Vancouver

Wander: 3D turn based mobile game created in Unity (January 2014- September 2014)

- Participated within a team environment as a User Interface Designer/Game Designer and demonstrated excellent verbal and written communication
- Composed game design documents that conveyed in detail; the concept, mechanics, target market, game layout, art style, audio and overall feel of the game
- Researched target audience and similar games to gain an adequate understanding of this genre's successors
- Conceptualized user interface and executed it in *Illustrator*

Furōto: 2D relaxation mobile game created in Game Maker (October 2014- December 2014)

- Responsible for game design documentation, programming and creating art and UI assets
- In conjunction with an audio producer, I researched audio references and from which I created a concise *Excel* spreadsheet with audio references
- Formulated and organized a *Trello* board which provided updates that were utilized to determine milestones
- Conducted one- on- one playtests which provided data in an effort to improve the overall game experience and iterated on gameplay based on game testing criticism

NON-RELATED WORK EXPERIENCE:

Key Holder, Bentley Leathers (November 2012 – Present)

- Provided outstanding customer service with the utmost knowledge of the merchandise
- Responsible for opening and closing cash registers and performing tasks such as counting money, separating receipts, balancing cash drawers and making deposits
- Accurately wrote up payroll, answered phone calls and emails in a professional manner

Assistant Manager, Fruits & Passion (January 2012 – October 2012)

- Provided excellent customer service with the utmost knowledge of the product
- Responsible for opening and closing cash registers and performing tasks such as counting money, separating receipts, balancing cash drawers and making deposits
- Accurately wrote up payroll, created staff rosters, answered phone calls and emails in a professional manner

VOLUNTEER EXPERIENCE:

Volunteer Game Designer/ Developer, Center for Puppetry Arts (April 2015 - Present)

- Composed game design documents that conveyed in detail; the concept, mechanics, target market game layout, art style, audio and overall feel of the games
- Constructed game in Unity using C# language

Volunteer Game Focus Tester, Victory Square Games (April 2015 – May 2015)

- Tested the company's game and reported any bugs and steps of replication to QA lead
- Made recommendations to improve the game design, level design and user interface to provide a better game experience