**604-715-9603**

Email: daniellermerrithew@gmail.com

Website: www.daniellemerrithew.com

**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, NeoCrux 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

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**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