

Heidi Erwin UX Designer & Game Developer

www.heidierwin.com | [linkedin.com/in/heidierwin](https://www.linkedin.com/in/heidierwin) | heidi_erwin@brown.edu

Education

Brown University Game Design and Development A.B., Computer Science A.B. (4.0 GPA) **Graduation May 2021**
Relevant Coursework: User Interfaces & User Experience, Functional & Object-Oriented Programming, Visualizing Information, Human Factors, Digital 2D & 3D Illustration, Psychology of Creativity, Computer Animation

Experience

Activision Game Design Intern **Summer 2020**
Designed and implemented core interactions, enemy AI + PvE engagement for new online mobile game prototype. Created and pitched gamified mobile experience centered on social connection and meaningful engagement. Critiqued UI/UX decisions of existing games and analyzed success of recent releases.

Brown University Computer Science Head Teaching Assistant, User Interfaces and User Experience **Fall 2019**
Led team of 13 TAs in supporting a class of ~300 Brown University and Rhode Island School of Design students. Developed assignments, labs, and course policies to integrate ethics program, improve accessibility, and decrease grading subjectivity.
Course material includes: JS, React, HTML/CSS, Figma, AdobeXD, Balsamiq, InVision, Sketch, A/B Testing.

PBS KIDS Accessibility in Game Design Intern **Summer 2019**
Designed and developed an accessible, educational children's puzzle video game from scratch. Integrated Universal Design for Learning principles and the Ready to Learn Engineering curriculum in the game. Play-tested project with kids in the DC Metro Area and iterated on puzzle designs based on feedback.

Brown RISD Game Developers Executive Board Design Lead, Programmer **Fall 2017 – Present**
Project manager, game designer, and programmer (Java, C#, Unity). Coordinated meetings, led Unity workshops, planned playtesting events and industry panels, facilitated creation of semester-long games by smaller groups (typically 9 – 12 people) within the 70-person organization.

Projects

Leaflet UX Designer, User Researcher, 3D Artist **Fall 2020**
Utilized Figma to design a mobile navigation application from ideation to high-fidelity prototype. Conducted user research, created wireframes + personas, constructed affinity maps, and designed final prototype. Created 3D assets in Blender and 2D assets in Photoshop. Half of a 2-person team.

Turnin' Tail Producer, Designer, Programmer (C#, Unity) **Spring 2020**
Managed team of 12 to create a perspective-play 2.5D puzzle game over the course of four months. Designed physics-based and logic-based puzzles. Implemented game flow, UI, 'Help' feature.

Writer's Block Project Lead, C#, Unity Programmer, Game Designer **Fall 2018**
Designed and developed accessible puzzle game (wordplay puzzles, UI, narrative). Managed 13-person team.

Honors

Ivy League First Game Design and Development Major **Spring 2019 - Present**
Developed concentration with Brown University faculty to support games as a legitimate art form and field of study.

Entertainment Software Association (ESA) Foundation Computer and Video Game Scholar **2017 - Present**
Scholarship for achievement in Computer and Video Game Arts. Attended E3 Expo 2018 as a scholar.

Skills

Technical: Java, C#, Unity, C, JS, HTML/CSS **Design:** Figma, Adobe XD, Illustrator, Photoshop, Procreate, Sketch, Blender