

# Heidi Erwin **Game Designer & Developer**

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## Experience

### **The New York Times Digital Puzzle Designer**

**May 2021 - Present**

Designing and developing new puzzle game prototypes. Collaborating with research, brand, product design, and editorial teams to run prototype tests for new games.

### **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 the success of recent releases.

### **Brown University Computer Science Head Teaching Assistant, User Interfaces and User Experience**

**Fall 2019**

Developed assignments, labs, and course policies to integrate ethics program, improve accessibility, and decrease grading subjectivity. Led team of 13 TAs in supporting class of ~300 Brown and RISD students. 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, Project Manager**

**Fall 2017 – Spring 2021**

Project manager, game designer, and programmer (Java, C#, Unity). Facilitated creation of semester-long game projects by smaller groups (typically 9 – 12 people) within the 70-person organization. Coordinated meetings, led Unity workshops, planned playtesting events and industry panels.

## Education

### **Brown University Game Design and Development A.B., Computer Science A.B. (4.0 GPA)**

**Class of 2021**

**Relevant Coursework:** User Interfaces & User Experience, Functional & Object-Oriented Programming, Visualizing Information, Human Factors, Digital 2D & 3D Illustration, Psychology of Creativity, Computer Animation.

## Projects

### **Leaflet UX Designer, User Researcher, 3D Artist**

**Fall 2020**

Designed a mobile navigation application from ideation to high-fidelity prototype (Figma). Conducted user research, created wireframes + personas, constructed affinity maps, and built the 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 4 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

### **Mark Baumer Prize for Language Art Winner**

**Spring 2021**

Award for "One More Walk Around the Block," an illustrated story about leaving behind loved ones.

### **Ivy League First Game Design and Development Major**

**Spring 2019**

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, HTML/CSS, JS, React.

**Design:** Figma, Adobe XD, Illustrator, Photoshop, Procreate, Blender.