

Heidi Erwin

Game Developer & UX Designer

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Education

Brown University Bachelor's in Game Design and Development (4.0 GPA) **Expected Graduation May 2021**

Relevant Coursework: User Interfaces & User Experience, Functional & Object-Oriented Programming, Digital Worlding, Computer Systems (C-language), Games in Human Societies Past and Present, Digital Media, Critical Video Games Studies, Visualizing Information, Art in Digital Culture, Digital 2D Illustration (RISD Course)

Skills: Java, C#, Unity, C, JavaScript, React, HTML/CSS, Figma, Adobe XD, Illustrator, Photoshop

Experience

Brown RISD Game Developers Executive Board Design Lead, Programmer **Fall 2017 – Present**

Project manager, game designer, and programmer (Java, C#, Unity) on undergraduate and graduate game projects. 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. Group met each weekend for 4 – 8 hours (~30 hrs / semester).

Brown University Head Teaching Assistant, User Interfaces and User Experience **April 2019 – Present**

Led a team of 13 undergraduate TAs in supporting a class of ~300 students from Brown and RISD. Developed assignments, labs, and course policies to integrate new ethics program, improve content accessibility, and decrease grading subjectivity in design-focused computer science course. 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 video game from scratch. Puzzle game features multiple solutions, using Universal Design for Learning principles and the Ready to Learn Engineering curriculum. Play-tested game with kids in the DC Metro Area and iterated on puzzle designs based on feedback.

Projects

Language & AI Project UX Designer, C#, Unity Programmer **May 2018 – April 2019**

Designed language system of user-built expressions which are procedurally interpretable and generatable by NPCs. Developed AI system: NPCs act based on goals and beliefs. NPC speech is not hard-coded, but contextually variable yet relevant. Built UI, including keyboard for intuitive construction of expressions with varied complexities.

Writer's Block Project Lead, C#, Unity Programmer, Game Designer **Fall 2018**

Designed and developed accessible puzzle game (wordplay puzzles, UI, rhyming hints, narrative) where player explores storybook, moving words to manipulate the environment. Managed 13-person team.

Elevator Operator C#, Unity Programmer, Game Designer, Artist **August 2018**

Developed puzzle game in 72 hours from scratch for Ludum Dare 42. Game praised for quirky humor.

Granny & Squirtsworth Lead Programmer (C#, Unity), Game Designer **Spring 2018**

Programmed object interactions and movement in puzzle platformer game where player manages ink resource while ink drips on and off platforms to activate and deactivate them. Designed core ink drip mechanic.

Ethereal Cook (Puzzle Adventure Game) Game Designer, Java Programmer **Summer 2017**

Built game mechanics, dialogue trees, player/NPC interactions, and GUI using Java Swing libraries. Implemented system based on inheritance, encapsulation, modular design to manage complex interactions between classes. Half of two-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.