

Heidi Erwin **Game Developer & UX Designer**

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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, Computer Systems (C-language), Games in Human Societies Past & Present, Critical Video Games Studies, Visualizing Information, Digital 2D Illustration, Game Theory, Human Factors, Video Game Development

Experience

Activision Game Design Intern **Summer 2020**

Created enemy AI and PvE engagement for new online mobile game prototype created in team of 4.
Designed and pitched gamified mobile experience centered on social connection and meaningful engagement.
Provided feedback on UI/UX decisions of existing games and analyzed success of recent releases.

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 game 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.

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 content accessibility, and decrease grading subjectivity.
Course material includes: JS, React, HTML/CSS, Figma, AdobeXD, Balsamiq, InVision, Sketch, A/B Testing.

Projects

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, 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 **Summer 2018**

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

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, JavaScript, React, HTML/CSS **Design:** Figma, Adobe XD, Illustrator, Photoshop, Procreate