Griffin Dean – Game Designer

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Education

DigiPen Institute of Technology   **(Graduation in 2015)**

Bachelors of Arts in Game Design
Redmond, WA
Dean's List 2012, 2013, 2014

Notable Achievements

Games Showcased by DigiPen at PAX Prime:

- *Shadow Tag*   2014
- *Ping*   2014
- *The Lift*   2013

Games Selected by DigiPen Faculty for Submission to Competitions:

- *Shadow Tag*   IndieCade, 2014; IGF, 2014; PAX10, 2014
- *Ping*   IndieCade, 2014; Tokyo Game Show, 2014
- *The Lift*   IndieCade, 2013; IGF, 2014; PAX10, 2014; Tokyo Game Show, 2013

Student Games

Shadow Tag   (Sole Designer/Developer)   [Jan 2014 – Present]

A competitive multiplayer first-person shooter in which players can only see their opponent's shadow. The game features a unique blend of gunplay, parkour, and stealth gameplay.
- Designed and implemented intuitive one-button parkour system.
- Balanced weapons and grenades based on metric data aggregated from routine playtesting sessions.
- Constructed game aesthetically and systemically friendly to new players, while maintaining high skill ceiling for competitive play.

Ping   (Lead Designer & Gameplay Programmer)   [June 2013 – May 2014]

A first-person 3D horror game that explores our fear of the unknown. The player uses sonar to navigate a pitch black environment while an unknown entity stalks them relentlessly.
- Designed, prototyped, and scripted core gameplay, monster encounters, and player objectives.
- Wrote AI capable of stalking players through 3D environments.
- Created evocative horror setting including lore, soundscape, and ambiance.
- Oversaw Foley recording sessions to ensure a powerful aural experience.

The Lift   (Sole Designer/Developer)   [Feb 2013 – Apr 2013]

A top-down psychological horror game in which players must escape a dark claustrophobic world with only a flashlight, pistol, and seven bullets at their disposal.
- Designed and implemented every aspect of the game experience.
- Developed system of rapid iteration based on empirical data and user feedback.
- Constructed design framework for creating and analyzing horror moments.

Work Experience

Film Roman (*The Simpsons*)   [May 2011 – Jul 2011]

Intern

- Assisted in converting 18 years of art assets from a physical archive to a digital database.
- Created automated mass naming system to streamline asset conversion, reduce human error, and increase productivity.
- Assessed scripts for asset requirements and pulled reference assets from the database to streamline animator productivity.

Skills

Design:
- Level Design
- System Design
- Testing & Analysis
- Metrics / Analytics
- Rapid Prototyping
- User Advocacy
- Content Design
- Research
- World Design
- User Experience Design
- Usability Design
- Component-Based Design

Programming:
- Python
- Action Script 3.0
- C#
- C++
- Lua

Game Engines:
- Source Engine
- Unity3D
- DigiPen Zero Engine

Software:
- Adobe Photoshop
- Autodesk Maya
- Adobe Illustrator
- Microsoft Office
- Adobe Aftereffects
- Visual Studio 2010/12
- Microsoft Visio

Writing:
- Systems Documentation
- Editing