

Drew Godden

Game Designer

Game designer devoted to the delivery of exceptional experiences. Offers design skills including rapid prototyping, documentation writing and play test conducting honed through professional experience, indie team projects, self-directed practice and academic study. Process-oriented and strives to bring a positive enthusiasm to teams from concept to release.

Experience

Game Designer **Carnegie Learning, Inc. | Remote**

April 2021 - Present

- Pitch and design battle-themed game systems
- Design UX for character customization, reward sequences
- Design 2D grid-based levels with strategy components
- Research and apply accessible design practices to game systems

Junior Game Designer & QA Tester (Contract) **Clockwork Fox Studios | St. John's, NL**

June 2019 - August 2019

May 2018 - August 2018

April 2017 - August 2017

- Designed adaptive difficulty progression for more than 60 mini-games
- Conceptualized and pitched introductory game tutorial
- Used task-tracking software to report bugs and track internal feedback

Independent Projects

Snapshot Isle **Casual photography puzzle game**

2021

- Developed guiding game pillars and game loop
- Designed 15 photography-based challenges
- Designed single-player game economy

Snake Pit **1970s arcade-inspired action game**

2019

- Independently designed, developed and released game
- Conducted play tests and post-test interviews
- Received recognition on game review website Free Game Planet: "Very addicting retro arcade experience."

Shapeage **Award-winning accessible image construction game**

2018

- Led the design of a game for youth with physical and mental disabilities
- Used player persona to inform design of written instructions and game pieces
- Received first place award from Holland Bloorview Kids Rehabilitation Hospital in game jam competition

Education

Honours Bachelor of Game Design **Sheridan College | Oakville, ON**

September 2017 - April 2021

- Graduated with honours
- Participated in eight game jams

Contact

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Core Competencies

- Game systems design
- UX design
- Rapid prototyping
- Game design documentation writing
- Play test conducting

Software Skills

- Unity Game Engine
- C# scripting
- Figma
- Photoshop
- Google Suite
- Microsoft Office

Interests

- Hiking
- Amusement Parks
- Cooking
- Horror Movies