

ERIN FERNANDEZ

Game Designer
Seattle, WA
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OBJECTIVE

A full time position in game design.

INDUSTRY EXPERIENCE

Mean Jellybean

Seattle, WA

2010-pres. *Lead Game Designer, Level Designer, Artist, Writer, Co-Founder*

Designed and created all level design and art content for *Super Bride and Groom*, a retro-style 2D platformer. Created a comprehensive user experience, with differing difficulty across five worlds and fifteen levels of gameplay. Game was released in-browser via Flash in June 2011, and is adapted for release on iPhone (date TBA). Currently prototyping level designs and art for a Unity-based 2D underwater dungeon crawler, working title "Diver Girl."

Fay Games

New Haven, CT

Dec 2011-Feb 2012 *Senior Game Designer*

Designed and iterated on creative concept documents for an educational Flash vocabulary game.

iWin.com

San Francisco, CA

Jan-Oct. 2009 *Lead Level Designer, Tools Designer*

Created all level design content for *Jojo's Fashion Show: World Tour*, a fashion-based title aimed at a female audience. Designed pacing, balance and difficulty for 100 levels of casual gameplay. Worked closely with a lead programmer to design proprietary tools for statistical analysis, leading to finely-tuned balance. Communicated daily with project leads. Game was released on PC to positive critical reception in October 2009.

Disney Interactive Studios

Burbank, CA

Jan-July 2008 *Graduate Associate Game Designer, Creative Development*

Worked as associate producer to guide development, and research and design assets for multiple games, including *Disney Th!nk Fast*, released Oct. 28, 2008. Worked as lead designer to collaborate with concept artists on high level game concepts for next-generation games. Designed for multiple platforms, including online PC games, the Wii, DS and PS2.

Etcetera Edutainment

Pittsburgh, PA

Summer 2007 *Assistant Producer and Game Designer*

Designed and produced for multiple projects, including a casual Flash game, a virtual screen printing experience for Pittsburgh's Warhol Museum, a company website redesign, and educational simulation design.

Immunology Video Game Project: *Endo Patrol*

Pittsburgh, PA

Spring 2007 *Creative Lead and 3D Texture Artist*

Endo Patrol. Client work for Regenerative Medicine Partnership in Education, with Dr. John Pollock of Duquesne University. Worked as creative lead and texture artist to create a video game to teach middle school children properties of the immune system.

ACADEMIC EXPERIENCE

Masters Program in Entertainment Technology, Carnegie Mellon **Pittsburgh, PA**

Master of Entertainment Technology, May 2008

- Microsoft Diversity Scholarship recipient, 2006-2008
- Program that emphasizes interdisciplinary collaboration to produce games and themed entertainment for real world projects.

Masters Program in English, University of Florida **Gainesville, FL**

Master of Arts, December 2005

- Graduate Assistantship Scholarship Recipient
- Focus on New Media: Children's Literature, Graphic Novels and Video Game Theory
- Thesis: "Puzzles and Possibilities: New Forms of Communication in the Electrate Age"

University of Florida **Gainesville, FL**

Bachelor of Arts, May 2003. *Magna Cum Laude*, English Literature

Bachelor of Science, May 2003, *Cum Laude*, Psychology

- National Hispanic Merit and Bright Futures Scholar Scholarship Recipient
- Honors Program Student and Graduate

RELEVANT COURSEWORK

- **Bamboo Project:** Worked as designer and 3D artist on a team of tech artists and programmers to produce multi-textured models, and to design tech demos to showcase next-generation shader functionality for the open source Panda 3D engine.
- **Game Design:** Designed and iterated on a Willy Wonka-themed RPG, a casual game called *Feeder Fever*, and *Orixas*, a dice game based on Afro-Brazilian culture.
- **Building Virtual Worlds:** Worked as texture artist and co-designer on a four-person team to create rapid iteration (two-week) game experiences on multiple platforms.

TEACHING EXPERIENCE

Carnegie Mellon University **Pittsburgh, PA**

Fall 2007 *Building Virtual Worlds (BVW)*, Teaching Assistant – *Texture Art and Design*

Taught texture art and game design to a class of 52 first year graduate students, enabling them to create games on multiple platforms in a two-week cycle.

University of Florida **Gainesville, FL**

2003-2005 *English Department, Graduate Assistant*

Designed and taught ENC 1101 "Introduction to College Writing" to four classes of 24 college freshman students, with a focus on composition, rhetoric and grammar.

RELEVANT SKILLS

Proficient in Adobe Photoshop and Illustrator for vector art, illustration, image manipulation, game prototyping and graphic design. Proficient in Maya for 3D modeling, texturing and UV unwrapping. Proficient in Microsoft Office Suite (PowerPoint, Word, and Excel).

ADDITIONAL INFORMATION

Fluent in conversational Spanish, basic French and Portuguese. Yarn spinner, dyer, knitter, and knitwear designer. Gardener, kitchen mad scientist and tinkerer.