Wyatt Todd
Game Designer

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Education

Savannah College of Art and Design (SCAD)
Savannah, GA
Expected Graduation May 2025
Major: Interactive Design & Game Development
3.77 GPA

Skills

Unreal Engine 5
Adobe Photoshop
Autodesk Maya
Adobe Substance 3D Painter

Adobe Premiere Pro
Adobe After Effects

Design Experience

Nature's Gift
Solo Developer

• Designed and implemented core game mechanics which allowed the player to gain extra movement after jumping on top of the flying birds
• Created, imported, and arranged models and textures to create the level design
• Created the audio design

Ocean Guardian Savannah College of Art & Design
Rule Reviser, Card Designer, Tabletop Sim Designer, 3D Modeler, Video Editor

• Playtested every iteration of the game and helped tweak the rules afterwards
• Created a playable version of the initial game and every subsequent version on Tabletop Simulator
• Created 3D model for the player tokens
• Designed and created the cards
• Created and voiced over the advertisement for the game