Bee Wertheimer

https://beewertheimer.com
beewertheimer@gmail.com

Experience

Endless Mode, *Editorial Intern,* **July 2025 – Present**
- Pitched and published news, reviews, and opinion pieces at Paste Magazine's new games site
- Assisted with site launch

NarraScope, *Lead Designer,* **March 2025 – Present**
- Founded and led Graphics committee
- Designed branding and website
- Managed and organized tasks among team members, ensuring timely deliverables

Freelance, *Writer,* **November 2024 – Present**
- Wrote features for various publications including Into the Spine and Ubiquitous Magazine
- Designed narratives for independent and small-studio games including *Annota Line* and *An Empty House*

Pratt Institute, *Print Center Assistant,* **August 2022 – May 2025**
- Assisted students with binding books, making zines, and other projects
- Maintained laboratory equipment and materials

Education

Pratt Institute, *Game Design B.F.A. with a Minor in Creative Writing,* **August 2021 – May 2025**
- President's List for Outstanding Academic Achievement

Exhibitions & Awards

- NarraScope Best Student Game Shortlist, *June 2025*
- Pratt Institute Circle Award, *May 2025*
- Game Developers Conference Showcase and Talk, *March 2025*
- Pratt Digital Arts Department Feature, *2023 - 2025*
- Hex House Showcase, *December 2024*
- University of Hartford Pegasus Award, *2021*
- Scholastic Art and Writing Award, *2020*

Programs, Plugins, & Languages

- Unity, Unreal, Godot, Github, Twine, Yarnspinner, Ink, Pixelcrushers
- Adobe Suite, Google Workspace, Microsoft 365
- Jira, Canva, Figma, Miro, Trello, Milanote
- Blender, Autodesk Maya, Ableton Live
- C#, CSS, HTML, Javascript, Python, Lua