

Bee Wertheimer

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Experience

NarraScope, *Communications and Showcase Volunteer*, March 2025 - Present

- Managed social media accounts for the conference
- Organized community events and created promotional material
- Assisted in coordinating premier Showcase event

Annota Line, *Solo Narrative Designer and Developer*, August 2024 - Present

- Self-directed development of narrative point-and-click adventure game about higher powers, addiction, and train heists
- Created a robust and expandable dialogue system using Pixel Crushers
- Developed a rich world with unique characters, mythology, and technology with in-depth design documentation
- Conveyed narrative through snappy dialogue, poetic prose, and tight environmental barks

Pratt Institute Satellite Printing Labs, *Monitor*, August 2022 - May 2025

- Assisted students with binding books, making zines, and using other printing material for art projects
- Maintained laboratory equipment

Home, *Solo Writer*, October 2024

- Interactive fiction about adolescence and New Jersey
- Made in TinyChoice for Wonderville's 2-Hour Game Jam Club
- Presented at NYU Game Center and Parsons

Aerobanquets RMX, *Production Intern*, May - August 2024

- Led production of newest iteration of installation
- Facilitated communication between 3D modeling, printing, and programming teams
- Consulted on narrative direction
- Assisted in porting existing VR project to Unity 2023 LTS and Meta Quest 3

Education

Pratt Institute, *B.F.A. Game Design with a Minor in Creative Writing*, August 2021 - May 2025

- President's List for Outstanding Academic Achievement

Exhibitions, Publications, & Awards

NarraScope Best Student Game Shortlist, *June 2025*

Game Developers Conference Showcase and Talk, *March 2025*

Pratt Digital Arts Department Feature, *2023 - 2025*

Hex House Showcase, *December 2024*

Ubiquitous Magazine Publication, *Fall 2024*

Teen Ink Magazine Publication, *June 2022*

University of Hartford Pegasus Award, *2021*

Scholastic Art and Writing Award, *2020*

Programs, Plugins, & Languages

Unity, Unreal, Godot, GameMaker, Twine, Ink, Yarnspinner, Pixelcrushers, Github

Adobe Suite, Google Workspace, Microsoft 365

Jira, Canva, Figma, Miro, Trello, Milanote

Blender, Autodesk Maya, Ableton Live

C#, CSS, HTML, Javascript, Python, Lua