

Pauline Ferraro

Get in touch!

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Education

American University

School of Communication
Masters of Arts Game Design
August 2019-May 2021

Old Dominion University

Honors College
Bachelor of Arts English, Creative Writing
Minor: Communication, Film & Screenwriting
August 2014-May 2018

Publications & Conferences

Ferraro, P (2021). Sea of Glass. Amazon KDP.
ISBN-13: 9798733225944

Ferraro, P. (2019). Game Over: Failure Rhetoric in Dark Souls. Kosaten. Retrieved from
<https://www.kosatenmag.com/home/game-over-failure-rhetoric-in-dark-souls>

Guest Lecturer, "Game Studies Scholarship" (November 2019) In "GAME 201T: Introduction to Game Studies" Instructed by Kevin Moberly, Old Dominion University

Guest Lecturer, "Play testing & Failure" (March 2018) In "ENGL 395 Rhetoric and Video Games" Instructed by Kevin Moberly, Old Dominion University

Panelist, "Climate Central Risk Finder" (May 2015) | CLT Summer Institute. ODU Center for Learning and Teaching

Work Experience

Graduate Research Assistant

American University | August 2019 - May 2021

Worked on a research team with visiting scholar Carolyn Harris developing the research basis for the Apprenticeship Learning, Leadership and Inclusion Network (ALL-IN) Project. Created a feasibility & UX study of an apprenticeship learning platform for expanding youth equity and access to work-based learning experiences with colleges and employers. Developed a literature review on work-based learning and relevant games in this education space. Edited copy, created graphics and conducted informational interviews with industry and educational experts. Provided administrative support by scheduling meetings, taking notes and providing office assistance.

Game Design Intern

EVERFI | September 2019 - December 2019

As a paid intern I was fully integrated into the product pipeline working 35 hours a week. Collaborated with and supported the product team on designing games and interactions for the prototype game-based elements for the rework of VAULT for May 2020 launch. Introduced Twine to the company and has had lasting impact since the end of my internship period. Developed working prototypes weekly for feedback from team members in both Product and Engineering. Facilitated meetings with members of both Product and Engineering teams to create best use solutions for development of interactive learning prototypes to be used in a variety of product brands. Authored, edited and proofread white papers on games & education to be shared internally with the team to assist in game-based learning. Compiled all work for feedback at the end of the internship cycle and presented work for review at a product department meeting.

Relevant Projects

Masters Capstone | Narrative Game Design Project

American University | Masters of Arts | School of Communication 2021

Designed a masters level capstone project to serve as my master's degree dissertation defence at the end of the school year. Sea of glass is an interactive branching narrative novel in both print and digital format. For the project I acted as project manager to organize and create a deadline-driven project plan. Authored a choose your own adventure fiction novella of 20K words and self-published on Amazon selling over 25 copies in the first week. Met with Capstone advisor weekly to discuss and communicate deadlines and project content. Created a marketing and PR package to market novella. This was completed as a solo project fulfilling all roles of a production team. Created with Twine, HTML, CSS and Adobe InDesign.

Undergraduate Creative Writing Portfolio

Old Dominion University | Bachelor of Arts English 2014-2018

At the end of each semester in each of my creative writing courses compile and design a portfolio to act as the final for the class. These portfolio's included editing drafts and final proofread revisions for the class. Included poetry and short fiction stories in a variety of genres: science fiction, drama and poetry. Courses taken: The Craft of Poetry | The Craft of Fiction | Poetry Workshop | Fiction Workshop | Advanced Poetry Workshop

Skills & Achievements

- Mastery of Google Suite & Microsoft Office Suite including Word, Excel, Publisher, PowerPoint, Outlook, OneNote (7 years)
- Intermediate use of Adobe Creative Suite Applications (4 years): Illustrator, InDesign, Photoshop
- Website creation & digital development: Github, CSS, HTML5, Javascript (2 years)
- Mastery of Twine (5 years) - Personal & Professional Projects
- Novice level experience in Trilby & Final Draft (2 years) personal screenwriting projects
- Paid editing, drafting, and proofreading professional writing experience (3 years)
- Jira Fundamentals Certification | Atlassian University | Credential ID: 173794799
- Novice level use of Agile methodologies (2 years)
- Novice level use of prototyping tools such as Framer and Figma (2 years)
- Admin & Creator of Homework Homies an academic Discord community (volunteer copy editor & proofreader) (2 Years)
- Old School Runescape Adamant Cup Holder- Trailblazer league 2020- top 20% of players
- Diamond Team Fight Tactics player- top 0.29% of North American players