

Pauline Ferraro

PROFESSIONAL GOALS

I aim to use my unique blended background of education, writing and game design to better inform educational games and software to be the best they can be for future generations. I hope to use my skills and create exciting and engaging experiences that allows students to explore and create personalized learning experiences for themselves.

GET IN TOUCH!

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<https://keywi.github.io/Portfolio/>

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Seattle, Washington

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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
August 2014-May 2018

PUBLICATIONS & CONFERENCES

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

Project Analyst | Scrum Master

Proactive Technology Management | August 2021 - Present

Power Platform & Business Intelligence Scrum Master

Project analyst for an Orthopedics conglomerate

Project analyst for a Healthcare resources company

- Oversee and assist in management with power platform team of 6 remote team members
- Run daily stand up, sprint reviews, retrospectives, adaptive sprint planning and backlog refinements.
- Promote client communications and organize client materials
- Oversee and manage various projects across a client portfolio of 10+ clients
- Ensure that the project/dev team understands all aspects of the contracts/project plans relating to their unique skills and responsibilities.
- Communicate problems and progress to Team Leads on a daily cadence
- Facilitate and schedule client meetings, scribe notes and source requirements for future and existing projects
- Software used: Monday.com, Figma, Microsoft office suite, Power Bi reports, Azure dynamics, Azure Logic Apps
- Shipped projects:
 - o Complete digital patient intake process for an orthopedics conglomerate
 - o multiple KPI data reports made in PowerBI

Graduate Research Assistant

American University | August 2019 - Present

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. (ALL-IN) Research assistant on a feasibility study of an apprenticeship learning platform for expanding youth equity and access to work-based learning experiences with colleges and employers. Currently, developing a literature review on work-based learning and relevant games in this education space. Work with American University Game Lab staff on various duties, including event assistance, copy editing and assistance on various faculty lead projects. Work on various projects involving copy writing and editing for Dr. Krzysztof Pietroszek. Created written copy for ForestVR submitted to Games for Change 2020.

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. This tool fills the gap in their development tool kit and all the branching narrative concepts at EVERFI are now built in Twine. 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 verity of product brands. Conducted User Testing of the working prototypes with assistance of other team members. Wrote 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.

SKILLS

- Mastery of Google Suite, Microsoft Office Suite, and Apple products (5 years)
- Beginner level use of Jira & Atlassian Suite (6 months)
- Novice level use of Monday.com (6 months)
- Novice level use of Agile methodologies (2 years)
- Novice level use of prototyping tools such as Framer and Figma (1 year)
- Novice level use of Github, CSS, HTML5, Javascript (1.5 years)
- Intermediate use of Adobe InDesign, Photoshop, Illustrator (2 years)
- Intermediate use of Canva (2 years)
- Mastery of Twine (4 years)
- Technical writing experience (2 year)
- High elo Team Fight Tactics Player (top 1.8% of players In North America)
- Seattle indies slow Jam 2021 Narrative designer for Esoteric Matryoshka - winner of "Honorable Mention Out of the Box Award"