

# glenna greer

## Game Designer

### Contact

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glennagreer.com

### Skills

- Game Engines
  - Unity
  - UE4
  - Twine
- Coding
  - C#, C++
  - Java
  - Git
- 3D Modelling
  - Blender
  - Maya
  - Zbrush
- Agile Development
  - Jira/Confluence
  - Trello
- Adobe Suite
  - Photoshop
  - Illustrator
  - InDesign
- Texture & Shader Creation
  - Substance Painter/Designer
  - Unity ShaderGraph
- MS Office

### Education

- Northeastern University
- BFA Games, minor CS
  - Merit Award for Games
  - 3.5 GPA

## Game Design

- Developed theming, fast paced combat mechanics, and character progression systems for *Archipelago*.
- Designed narrative and crafting systems and wrote branching conversations for *What Ales You?*
- Designed spellcasting abilities, town layout, and puzzles for *One Cold Evening*.
- Designed dramatic character dialog, plot lines, and central themes related to mythologies and historical research for *The Beauty of Poppies*.
- Built unique, 3D battlefields and multimodal puzzles for *Dungeons & Dragons* campaign, in addition to 20+ subclasses, dozens of spells and magic items, and alternate combat and conflict resolution systems.
- Developed in-game scenarios within the game's core mechanic to augment character fiction during development in *One Cold Evening* and *What Ales You?*
- Created gesture-controlled 2D platformer and 3D drone flight simulator to showcase capability of Pison's device.

## Pipeline Development

- Managed college capstone project of 4 students to develop *One Cold Evening*.
- Used Jira, Git, and Agile methods to keep projects organized and on track.
- Defined and tracked project development milestones in design, animation, art, and engineering.
- Maintained the team's daily operations schedule and adapt to unexpected changes in order to complete team's tasks.
- Created documentation and organization of development process and reference material for *Archipelago*.
- Created and managed a comprehensive game design document detailing plot, mechanics, art style, and tools for *One Cold Evening*.

## Technical Proficiency

- Used Spotify's API and Pison's proprietary SDK in Unity to implement gesture control for music.
- Rebuilt Android app to allow patients to contact hospital staff with gestures and nerve impulses, focusing on accessibility, UI customization, and scalability.
- Used machine learning data to integrate new gestures.
- Created numerous procedural shaders for projects such as *One Cold Evening*.
- Integrated YarnSpinner with Unity to create *What Ales You?* and *One Cold Evening*.
- Earned minor in Computer Science by taking courses in game development, Java, C++, Lisp-based languages, computational logic, and object-oriented programming.

## Projects & Experience

**One Cold Evening | Narrative Des./Producer | Sept '19-May '20 | Capstone**

- Fantasy-noir mystery in a forest town trapped in the last evening of winter.

**Pison Technology | Unity Developer | May-Sept '19 | Internship**

- Developed demos in Unity for proprietary gesture-recognition device for medical (ALS), commercial, and military uses.

**The Beauty of Poppies | Writer | Aug '17-Jan '20**

- 16-bit RPG exploring the relationship between the people of Afghanistan and the US military.

**What Ales You? | Narrative/Gameplay Des./Artist | Jan-May '19**

- Fantasy bartending game where the player mixes drinks and gives life advice to a colorful cast of elves, dwarves, demons, and golems.

**Archipelago | Designer | Oct '18-Oct '19**

- Lighthearted, pirate-themed TRPG focused on fast, expressive combat.