glenna greer

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# Skills

Game engines (Unity, Unreal 4, Twine)
3D modelling & animation (Blender, Maya, Zbrush)
Material/Shader Creation (Substance Designer, Unity ShaderGraph)
C#, Java, C++, HTML, Git
Adobe products (Photoshop, Illustrator, InDesign)
Jira

# Projects

## One Cold Evening- Boston, MA
*Producer, Narative Designer - September 2019-Present*
Managing a team of 4 to create a fantasy-noir mystery game
Focusing on highly memorable characters and setting with air of intrigue
Projected completion in May of 2019 (Steam release)

## Bump in the Night - Boston, MA
*Designer - August 2019*
Developed a card game about hunting cryptids using Memory as  mechanic
Personal project with two co-designers
Created a streamlined, multi-phase game with few components

## Archipelago - Boston, MA
*Designer - October 2018-October 2019*
Developed a pirate-themed, d12-based TRPG as a personal project with two co-designers
Aimed to create seamless transition between ship vs ship and person vs person combat
Facilitated playtesting and iteration on a base design

## The Beauty of Poppies - Boston, MA
*Writer - August  2017-Present*
Write character dialog and plotlines based on mythology and research
Develop central themes
Acquire an understanding of culture and history related to Afghanistan

## Pison Technology - Boston, MA
*Unity Developer - May-September 2019*
Developed demos for proprietary technology using Unity
Designed UX and UI for mobile apps to be used by patients with ALS

## What Ales You? - Boston, MA
*Narrative Designer, Designer, Artist - January-May 2019*
Wrote branching dialog and designed overarching narrative for fantasy bartending game
Designed systems for simultaneously making drinks and talking to patrons
Assisted wiht production of 3D models

# Education & Other Experience

## Northeastern University - Boston, MA
Bachelor of Fine Arts in Game Design (expected May 2020)
Minor in Computer Science
GPA: 3.4
Awards: Dean's List Fall 2016-present

## Northeastern University Tabletop Roleplay Society
*Secretary - May 2017-Present*
Organize club meetings, planning  and running events
Develop branding guidelines, creating branding materials
Develop relationships with local game stores
Record proceedings and develop task lists