Solomon Michael Bell

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EDUCATION

• University of California: Santa Cruz, September 2019 - June 2023

B.A, Arts and Games: Playable Media

CREATIVE PROJECTS

- Cassidy's Castle Cleaners, January 2023 June 2023
 - o Lead Designer, Producer, and Sound Design
 - o Designed systems, mechanics, sound, and balance with team input
 - o Pitched initial concept, then adapted it as needed through design process
- Soaring Hearts, November 2022 December 2022
 - o Lead Producer and Lead Designer
 - o Worked on system mechanics and puzzle design all while producing
- Gotta Moon, Oct 2022 Nov 2022
 - o Lead Producer
- Benless Bunner, April 2022 May 2022
 - o Acted as Designer and Producer
- RWBY: Vytal Festival, February 2022 March 2022
 - o Lead Designer and QA Lead
 - o In charge of overall system design and balance, holding multiple playtests

WORK EXPERIENCE

- Game Design Tutor & Grader UC: Santa Cruz, Santa Cruz, CA (January 2023 June 2023)
- Umpire NYBSA, Newman, CA (Spring of 2015 Summer of 2019)

SKILLS

- Development Software Unity, Phaser 3, Construct 3, OBS
- Editing Software Adobe Premiere Pro, Adobe Illustrator, Adobe Photoshop
- Organizational Software Asana, Microsoft Office, Google Drive
- Programming Languages C#, Python, HTML, Javascript, CSS
- Working as Lead Designer, create and optimize gameplay systems to achieve a gameplay experience that is beloved by consumers.
- Working as **Lead Producer**, manage a project across multiple disciplines, ensuring each team has the necessary resources, time and information acquired.
- Working as **QA Lead**, request, acquire, and integrate feedback from both consumers and designers into pre-existing gameplay systems.

CLUBS & ORGANIZATIONS

- Fighting Dragons Kajukenbo, 2007-Present
 - o Teaching Assistant 2015-Present
- NCLUSD Drama Department, 2010-2019
 - o Leader 2016-2019