

Datorien Anderson

Technical Game Designer

EXPERIENCE

Game & Narrative Designer – [Deadbyte Studios](#)

Nov. 2022 – Jan. 2023 | Language: English & Italian

- Conceived and crafted the narrative for a horror-themed FPS, Point-Click Hybrid game set in Italy, drawing from my own original IP (working title: Terminus Projects). This involved designing compelling character arcs and storylines, and adeptly localizing the narrative and cultural elements for an Italian context.
- Designed NPC behaviors and interaction scripts to heighten the player's immersion in the story and the game world.
- Conceptualized and designed gameplay mechanics like stealth and exploration to enhance player engagement and build tension.
- Engaged in co-design sessions for the creation of a responsive story system that adapts to player choices and actions, contributing to a unique and personalized player experience.
- Guided the development process through collaborative development sessions to ensure all aspects were aligned with the narrative intent and vision of my original IP.

Simulation Design Architect / Interactive Experience Developer – [Interplay Learning](#)

Aug. 2021 – Jan. 2023 | Language / STACK: C#, Oculus VR, Unity

- Conceptualized, designed, and developed VR-first simulations for diverse platforms, including iPad, PC, and VR devices, in a close-knit collaboration with cross-functional teams to meet bespoke client needs.
- Played a pivotal role in spearheading localization efforts for Gen-Catalogue scenes, specifically for the South African market, and mentored new hires to effectively assume this role as their primary responsibility.
- Orchestrated the development and deployment of 2+ B2B VR training simulations, demonstrating expertise in constructing interactive and immersive experiences that enhance user comprehension and engagement.
- Seamlessly integrated technical and creative elements using C#, Oculus VR, Unity, scripting for interactive functionality, and ensuring optimal animation using tweens.
- Collaborated extensively with the art and engineering teams, simplifying complex processes when necessary, ensuring accurate asset placement and functionality, including detail-oriented tasks like wire creation and multimeter readings.
- Managed camera placements and procedural step designs to enhance user comprehension and interactive experience

datorienanderson.com

github.com/voidespy

ACHIEVEMENTS

- **“Xibirisms”** – Hnr. Mention, [SFPoetry](#)
Earned an honorable mention at the SFPoetry Long Form Contest for Xibirisms.
- In the Top 5 & 1% for Rebirth and Plunder for Call of Duty: Warzone (1.0); all platforms.

EDUCATION

Code Louisville, Louisville, KY. –
Coding Bootcamp.

May 2023 – Ongoing

Full Sail University, Winter Park, FL. –
Game Design B.S.

August 2018 – February 2021

Fern Creek High School, Louisville, KY. – High School Diploma August
2010 – June 2014

SKILLS

INDUSTRY SPECIFIC

Game Development
Game Design
Gameplay Programming
Systems Design

LANGUAGES

C# (Intermediate), C++ (Novice), Python (Novice)

ENGINE

Unity3D
Unreal

PRODUCTION SOFTWARE

Perforce / SourceTree
GitHub / Git
Trello | Altova XMLSpy

Technical Game Designer – Terminus Interactive

February 2021 – July 2021 | Independent | Language / STACK: **C#, Unity**

- Designed and developed various digital games including, a board game featuring Light vs. Dark and social deduction mechanics, creating a thrilling and immersive near-apocalyptic experience.
- Integrated storytelling elements to enhance player engagement and immersion into the settings narrative.
- Utilized C# to rapidly prototype new game concepts, allowing for quick iteration and feedback during the early stages of development.
- Conducted thorough testing and debugging to identify and resolve technical issues, ensuring that games were robust and stable across multiple platforms and devices.

PROJECTS – BYTE SIZED ADVENTURES

Occult Hangman –

Nov. 2022 – Jan. 2023 | Language: **C#**

- Designed and developed an advanced hangman game with multiple dictionaries and innovative input systems, including using ASCII Binary to guess letters, resulting in a challenging and engaging player experience.
- Utilized C# to design and implement scalable gameplay systems for various game projects, creating efficient and modular code that allowed for easy iteration and updates.
- Created in a week using pair programming with ChatGPT.

Ghostbox –

2021 | Language: **C#**

An Android and WebGL game where the player fights and captures ghosts.

- Developed and designed Ghostbox, an Android mobile and WebGL game that utilizes Unity and the C# / Visual Studio stack.
- Working on next iteration: Implementing roguelike turn-based system for players to fight ghosts and progress through levels after the gathering intermission.
- Integrated Unity's APIs and C# scripts to implement features such as character animations, UI and particle effects.
- Collaborated with artists and graphic designers to create visually appealing hand-drawn and 2D pixel game assets and UI elements.
- Optimized the game for both mobile and web platforms, ensuring smooth performance and user experience.