

Edison Dean Estes

Dual Citizen of the USA and Canada

edisonestes.com | edisonestes@gmail.com

443-799-6195 | Baltimore, MD

[linkedin.com/in/edisonestes/](https://www.linkedin.com/in/edisonestes/)



EXPERIENCE

Further information on these projects and more can be found at edisonestes.com

Last Stop

GMTK Game Jam 2021

Writer and Designer, 7/2021

Designed mechanics for communicating narrative, and integrated the narrative into the game progression

Wrote dialogue as both a communication device for the story, and puzzle components for the gameplay

Implemented environmental details and assisted with art asset creation

SCORCH

Champlain College, Burlington, Vermont

PO, Lead Designer and Systems Designer, 9/2020 - 5/2021

Designed first person shooter control and combat systems, enemy AI behavior, UI/UX

Composed the story, and designed systems for communicating narrative to the player without intruding on the action/gameplay

Composed visual design documentation to communicate complex mechanics such as AI behavior and UI

Assisted with systems programming and art asset creation

Created trailer to help sell the game at major pitch presentation, and created cutscenes for in-game narrative

The Night I Dreamed of Falling

LINE Webton public short story contest

Author and Illustrator, 5/2020 - 7/2020

Developed 4-chapter story representing powerful, emotionally resonant themes

Illustrated 4 chapters, approximately 40 panels per chapter

Designed graphic layout for each chapter, to ensure clarity and reader retention

EDUCATION

Champlain College: Burlington, Vermont

- Bachelor of Science Degree in Game Design
- Minor in Interactive Narrative
- Graduated May 2021
- Studied abroad in Montreal, CA
- Coursework:
 - ◇ Creative Fiction Writing
 - ◇ Interactive Narrative
 - ◇ Sequential Storytelling (comics)
 - ◇ Systems Design
 - ◇ Level Design
 - ◇ UI/UX Design
 - ◇ 3d Modeling & Texturing
 - ◇ Game Programming
 - ◇ Advanced Programming
 - ◇ Graphics Programming

KEY SKILLS

- Specialization in Narrative Design and Interactive Narrative Systems
- Extensive practical experience in Creative Fiction Writing and Storycraft
- Graphic design, Illustration, and Visual Communication
- Systems Design and Level Design
- Practical experience in the creation of game design documentation
- Written communication via thorough visual and narrative documentation
- Oral communication via teamwork and collaboration
- Twine, Adobe Creative Suite, Unity, Maya, Git, Microsoft Visual Studio, C#, C++