

Edison Dean Estes

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KEY PROJECTS

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

SCORCH

Champlain College, Burlington, Vermont
PO, Lead Designer and Systems Designer, 2021

A first-person shooter that uses unique lighting to create emergent stealth mechanics

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

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

Yolk

Champlain College, Burlington, Vermont
UI and Systems Designer, 2020

A 3d adventure platformer about a young creature exploring a strange and quirky jungle

Designed and built UI for collectible item system and base decoration system

Built custom designer tool for implementing written dialogue into UI

Designed systems for item collection and base decoration

StarFinder

Champlain College, Burlington, Vermont
Solo Developer, 2019

Exploration and puzzle game in which the player explores space and discovers new planets

Designed core mechanics and gameplay loop, developed game narrative, and wrote dialogue to communicate narrative

Created finished 2D art assets for final implementation

EDUCATION

Champlain College: Burlington, Vermont

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

KEY SKILLS

- Extensive practical experience in Unity development and prototyping
- Strong command of systems design and level design principles
- Practical experience in the creation of game design documentation
- Extensive practical experience in UI/UX development
- Strong command of graphic design, illustration and visual organization principles
- Written communication via thorough visual and narrative documentation
- Specialization in narrative design and narrative integration systems for games
- Extensive experience in creative fiction writing
- Adobe Creative Suite, Unity, Maya, Git, Microsoft Visual Studio, C#, C++