

Edison Dean Estes

Dual Citizen of the USA and Canada

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EXPERIENCE

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

Howl

Pet Supply Store in Baltimore, MD

Stock Clerk, 8/2021 - Ongoing

Created signage to communicate directions, new sales and store rules to customers

Assisted customers in understanding complex product information and usage instructions

Interpreted customers' special requests and inquiries

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

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

Wrote documentation to communicate complex mechanics, systems and designs such as AI behavior and UI

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

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

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:
 - ◇ Interactive Narrative
 - ◇ Creative Writing
 - ◇ Sequential Storytelling (comics)
 - ◇ Systems Design
 - ◇ Level Design
 - ◇ UI/UX Design
 - ◇ 3d Modeling & Texturing
 - ◇ Game Programming
 - ◇ Advanced Programming
 - ◇ Graphics Programming

KEY SKILLS

- Four years experience in the creation of technical systems documentation
- Specialization in Narrative Design and Interactive Narrative Systems
- Graphic design, Illustration, and Visual Communication
- Systems Design and Level Design
- Extensive practical experience in Creative Fiction Writing and Storycraft
- 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++