EDWARD OLIVER
GAME DESIGNER

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SOFTWARE

- Unreal Engine 4
- Autodesk Maya
- Eclipse Java Neon
- Processing 2 & 3
- Visual Studio
- Substance Painter
- Adobe Photoshop
- Adobe Illustrator
- Microsoft Office Suite

PROGRAMMING

- Java
- C#
- C++
- UE4 Blueprinting
- GML

SKILLS

- Communication
- Leadership & Team Experience
- Critical Problem Solving
- Combining Story & Gameplay
- Written & Verbal Storytelling
- Iterative Design
- Gameplay Design & Balance
- Prototyping
- Pipeline Planning
- 3D Environment Modeling
- UV Mapping
- Texturing

EDUCATION

Aug, 2020 **Savannah College of Art and Design**
Savannah, GA

- B.F.A. Interactive Design and Game Development
- Graduated Cum Laude

PROJECTS

2020 **Retention: 3D Alzheimer's Awareness Video Game**
Systems Design, Lighting Artist
Savannah, GA

- Joined an existing team and helped them achieve their original vision by creating systems and mechanics that represented memory loss and confusion.
- Created a dynamic plug-n-play lighting system in Unreal that worked with their current scene manager.

2019 **Ritual, Alpha Version: 3D Video Game**
Project Manager, Lead Programmer
Savannah, GA

- Lead a small team to execute a video game alpha based on the Cerny method of game development
- Used Unreal Engine and pre-made assets to quickly realize our game vision, allowing for quick testing and iteration

2019 **Lets Build a Frat, Bro!: A Boardgame**
Project Manager, Lead Game Designer
Savannah, GA

- Managed and lead a small group to create a board game from concept to completed product.
- Designed a core gameplay loop for a four person game using small written details in the cards to add flavor.

2019 **Cardboard Castle: Global Game Jam**
Project Manager, Lead Programmer
Savannah, GA

- Lead the development of the project concept and created scheduling for pipeline.
- Designed and Programmed fun platforming mechanics using UE4 Blueprint.

2018 **The Tricketers Trial: A D&D Adventure**
Lead Writer, Lead Designer
Savannah, GA

- Developed and wrote a small campaign that implemented several new mechanics to add to play experience.

EXPERIENCE

2017 **iD Tech Summer Camp**
Instructor
Atlanta, GA

- Ensured that all campers were safe and had an enjoyable time. Taught 8 different classes over two months focused on programming and game design.

2016 -2017 **East Tennessee State University**
Equipment Room Manager
Johnson City, TN

- Cataloged and maintained film and game equipment. Checked equipment out to students and insured it returned undamaged.

2013 -2015 **Chick-fil-A**
Marketing Assistant
Boone, NC

- Worked with the marketing director to plan and execute events to build engagement with the local community.