

Addie McFadden

Advanced Game Designer

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SKILLS

Game Design

- Design, implementation, and balancing of game features and systems
- Level design & blockout
- UI/UX design and implementation
- Narrative
- Concepting, pitching, and prototyping
- Design documentation
- Playtest conducting
- Designing for VR
- Accessibility advocate
- Providing feedback and direction

Engines

- Unreal Engine 4 & 5

Scripting

- Unreal Blueprint

Software

- Microsoft Office, Google Suite
- Perforce
- JIRA, Trello
- Photoshop, Procreate
- Audacity

EXPERIENCE

Schell Games January 2019 - Present, Pittsburgh, PA

Advanced Game Designer April 2022-Present

Game Designer December 2019-April 2022

Game Design Fellow April 2019-December 2019

Game Design Intern January 2019-April 2019

- **Silent Slayer: Vault of the Vampire / Designer**
Schell Games - Upcoming VR IP
April 2022 - Current
 - Level Lead, Feature Lead, Prototyping Team Lead, gameplay design, in-engine iteration, prototyping.
- **Themed Entertainment Experience / Designer**
Client project - Details under NDA
March 2021 - November 2021
 - Experience flow & event scripting implementation, UI implementation, gameplay iteration, working closely with the client.
- **Pleasant Cove / Design Director, Designer**
VR Rehabilitation Experience
March 2020 - February 2021
 - Interaction design, systems design, game loop iteration, UX & accessibility considerations, prototyping, photography & photo sourcing, working with Subject-Matter Experts.
- **Interactive Theme Park Ride / Designer**
Client project - Details under NDA
January 2019 - February 2020
 - Level Lead, UI wireframing and implementation, systems polish, graphic design, playtesting.

EDUCATION

Berklee College of Music - Bachelor of Music in Film Scoring, Minor in Video Game Scoring
Graduated 2016