Addie McFadden

Advanced Game Designer

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SKILLS

Game Design
- Game systems design, implementation, and balancing
- UI/UX design and implementation
- Level design & blockout
- Narrative
- Creating concepts & prototyping
- Writing design documentation
- Playtest conducting
- Designing for VR
- Accessibility advocate
- Providing feedback and direction

Engines
- Unreal Engine 4

Scripting
- Unreal Blueprint

Software
- Microsoft Office & Google Docs
- Perforce
- JIRA, Trello
- Photoshop
- 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

- **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
  - 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
  - UI/UX design and implementation, Level Lead, systems polish, graphic design, conducted playtests.

EDUCATION

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