

# Sarah Rowan

## Game Designer and Developer

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Brooklyn, NY

### WORK EXPERIENCE

#### Gameplay Engineer

*Playbyte | remote, Brooklyn, NY | Dec 2019 - Oct 2020*

Architected and implemented new platform systems, mechanics, and features

Created and pitched design documents to product owners

Evaluated the product and iterated on gameplay systems to create better end-user experience

Worked in a fully remote setting with a team of 6

#### Code Instructor

*Code Coven | remote, Great Britain | Jun 2019 - Feb 2020*

Designed a full-semester curriculum used to instruct adult students on the fundamentals of game design and development

Guided students through real-world experience working on Insecure, a Unity mobile app

Communicated complicated ideas and coordinated projects through video calls, text channels, and written presentations

#### Creator in Residence

*Kickstarter | Brooklyn, NY | Mar 2019 - May 2019*

Drafted a proposal for a self-directed board game project that was accepted for a resident mentorship

Completed development of a board game in alignment with manufacturing and marketing goals

Commissioned and directed art from an independent illustrator

Launched a Kickstarter that reached 156 people and raised \$7,400 in funding the following October

#### Contract Game Developer

*Workinman Interactive | remote, Rochester, NY | Jan 2019 - Apr 2019*

Programmed an educational, poetry-based literacy game in React (JavaScript) according to client specifications

Wrote and sourced example poetry

Led client communications and drafted schedule for completion

#### Software Engineer

*Amplify | Brooklyn, NY | Jan 2017 - Nov 2018*

Prototyped and developed several minigames for a React-based K-5 early literacy program that reaches over 200,000 students across several American school districts

Designed a phonics minigame and characters that are used repeatedly through the product and in current marketing materials

Led a team of remote contractors and oversaw code review and integration

### EDUCATION

#### BS in Game Design and Development

*Rochester Institute of Technology | 2013 - 2017 | summa cum laude*

### PROJECTS

#### The Watching Book

2020

Wrote a zine to accompany a previously Kickstarted board game, elaborating on world lore and featuring 14 distinct character voices

Commissioned and directed art from original project illustrator

Launched a successful Kickstarter that raised \$1,400 for a print run of 100 zines

#### Soothsayer

2019

Designed and developed a competitive storytelling game based on constellations and oracular prophecy

Created mechanics to support an oracular theme, including player-driven narrative, dynamic poetry, and ritualistic gameplay

Received mentorship from Kickstarter during the 2019 Creators in Residence program

#### Grasshopper's Winter

2015 - 2016

Authored a grant proposal to receive \$10,000 in funding to produce a student-lead Unity game

Lead design, programming, and other production tasks for a mobile-native one-touch game featuring a retelling of "The Ant and the Grasshopper" fable for children