

KRISTEN SCHERER

Game Designer



CONTACT



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/in/schererkristen



SKILLS

Design Skills

Narrative Design
UI/UX Design
Level Design
Prototyping
Scripting
Playtesting
Whiteboxing
Wireframing
Gameplay Programming

Technical Skills

Unity
Unreal Engine
Twine
Inkle
Blender
Adobe Photoshop
Affinity Designer
Autodesk Maya
Microsoft Visual Studio
Figma
Canva
C/C++
C#



EDUCATION

Bachelor of Arts in Game Design

DigiPen Institute of Technology
Graduated 2019



WORK EXPERIENCE

Game Designer

SS Design

2021 – Present

- Contract game design work for Potions: A Curious Tale and other projects.
- Currently developing and writing for an unannounced survival horror as well as an unannounced co-operative roguelike, both in Unreal Engine 5.

Game Designer for Potions: A Curious Tale

Stumbling Cat & SS Design

2021 – 2024

- Designed and implemented 2D levels as well as their puzzles in Unity.
- Created mechanics to fit specific themes and set pieces such as boss fights and various puzzle-solving mechanics.
- Contributed to UI design with various layout changes and font choices.
- Provided design and QA for the game until its Steam release on March 7th, 2024.
- Won Best RPG Game at Chainsaw Game and Music Festival 2023.

Data Analyst II

Pactera Technologies

2019 – 2020

- Managed and trained a team of analysts to categorize and deliver data for various projects.

Teaching Assistant

DigiPen Institute of Technology

2018 – 2019

- Assisted the teaching of the class GAT261: User Experience Design II for several semesters.
- Aided students in the creation of various interface and user experience projects.



STUDENT PROJECTS

Schemes

UI/UX Designer / Producer

2019

- Wireframed and implemented all UI in Unity, focusing on making menus that were stylish and functional.

The Last Dragon

UI/UX Designer / Producer

2017 – 2018

- Designed and implemented various UI and UX systems in Unity.
- Created third-person levels, teaching players to fly in an open-air space.

Life is Ruff

Solo Developer / Writer

2018

- Created an adventure game in Unity about a character exploring their emotions throughout a 3D level.

Winner Bakes All

Solo Developer

2017 – 2019

- Designed and implemented a physics-based puzzle game.
- Created for PC in a proprietary engine and re-made for Android in Unity.

Functional

Solo Developer / Writer

2017

- Crafted a narrative through environmental storytelling in a 3D space.
- Designed and built first-person levels in Unity with a UX focus.

Dye or Die

Programmer / UI Designer

2016

- Won 2nd Best Freshman Game at the DigiPen Award Showcase 2016.
- Wireframed and implemented an options menu to work in a custom engine.