

Aaron Louis Albert | Systems Designer

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Education

Carnegie Mellon University – Entertainment Technology Center

May, 2018

Master of Entertainment Technology
Pittsburgh, PA

Miami University

December, 2015

B.A. Psychology and Interactive Media Studies
Oxford, OH

Coursework: Game Design, Critical Game Development, Game Prototyping and Pipeline.

Skills

Design: Game Design, Systems Design, Rapid Prototyping, Creative Writing, Gamification.

Programming: C#, HTML 5.

Software: Unity 5, Microsoft Excel, Photoshop, After Effects, GameMaker, Perforce, Audacity.

VR/AR: HTC Vive, Oculus Rift, Microsoft Hololens.

Projects and Experience

EA Maxis | Game Design Intern

May – August, 2017

- Designed content and gameplay features for upcoming *The Sims 4* expansion packs.
- Tuned content and gameplay features for an upcoming *The Sims 4* expansion pack.
- Worked with team members from various disciplines to ideate, scope, and iterate features.
- Created a gameplay prototype for an unannounced project.

Robo Repair: Addition and Subtraction | Game Designer

January – May, 2017

- Worked with a multidisciplinary team of five designing an educational mathematics practice game that was released on iTunes in May, 2017.
- Prototyped mechanics, wrote design documentation, and conducted playtests to create a product that is accessible to special needs children with varying math competency.

Building Virtual Worlds | Programmer, Designer

August – December, 2016

- Worked as a programmer and designer in five separate five-person teams creating unique games and virtual experiences every two weeks.
- Enriched communication, leadership, teamwork, and rapid-prototyping skills while working with multidisciplinary teams.
- Used Unity 5 to develop for Hololens, HTC Vive, Oculus Rift, Eyetracker, and CAVE.

From the Journal of Randolph Warren Carter | Designer, Programmer

September – December, 2015

- Developed a 2D narrative-horror game using Unity 5 for PC and OSX.
- Wrote an original story inspired by the works of H.P. Lovecraft.
- Winner of *Best Narrative* – AIMS Game Awards.

Games and Learning | Undergraduate Associate and Teaching Assistant

May – December, 2015

- Redesigned gamified elements, including achievements, badges, and guilds, for a games and learning course at Miami University.
- Co-designed a collectible trading card game for students to use as a study tool.
- Taught a self-designed session on the educational applicability of *Hearthstone*.

Rija's Day | Designer, Programmer

April – May, 2015

- Developed a transformational game, regarding cultural discrimination, using Unity 5 for PC.
- Exhibited at Meaningful Play, 2016; Winner of *Best Serious Game* – AIMS Game Awards.