Lawrence Plofker

Game Designer

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Education

Master of Entertainment Technology, Carnegie Mellon University, Entertainment Technology Center (ETC) – May 2021
Bachelors of Arts: English Writing, University of Pittsburgh - April 2012
Relevant Coursework: Game Design, Tabletop Game Design, Building Virtual Worlds, Visual Story, Intro to New Media, Improvisational Acting, Narrative and Technology, Intermediate Fiction, Poetry Workshop

Experience

Co-Designer / Product Manager for Cybersecurity Education Project. May 2020 – August 2020 (unreleased)
- Designed a gamified experience for a Federal government sponsored, nation-wide cybersecurity education project.
- Managed specific modules and coordinating interdepartmental tasks via Jira.

Lead Designer / Lead Writer for "Among Ruins". Vulpe Arcana: October 2016 – January 2019 (unreleased)
- Documented and designed core gameplay mechanics for a turn-based RPG for PC.
- Responsible for documentation as well as distribution of all technical demo materials.
- Created, edited, and collaborated on all plot-related elements.

Game Designer / Writer for "I Fell From Grace". Deep Taiga: June 2017 – December 2017
- Designed narrative-driven puzzles and quests for a point-and-click adventure game for PC.
- Coordinated with Lead Developer to ensure quality and unified vision.
- Wrote background details to amplify lore and tone of the game.

Game Designer / Writer for "Devader". Falkenbrew: January 2017 – February 2017
- Contributed ideas and improvements for game mechanics as well as narrative vision.
- Created all cut scene text related to graphics provided by Lead Designer for a twin-stick arcade bullet-hell game for PC.

Academic / Personal Projects

Giant Combat, ETC, Producer, Co-Designer, Sound Designer, Writer. January 2020 – May 2020
- Designed prototypes to better understand melee combat in virtual reality against enemies 60 meters tall.
- Used experiential lenses to ideate and design.
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Building Virtual Worlds, ETC, Game Designer, Sound Designer, Writer, Producer. August 2019 – December 2019
- Created virtual experiences in rotating teams of 4 or 5 within 1-2 weeks utilizing nontraditional input devices.
- Acted in various roles while coordinating with Programmers and Artists to ensure developmental progress.

Writer on "New Year's Resolution". Ghost City Comics. February 2018
- Wrote a five page comic in five days with Aaron Miller.
- Comic placed 2nd in Ghost City Comics 5x5 Competition.

Lead Game Designer for "The Ninth Crowe". Personal Project. August 2015
- Created a text adventure game using the Quest engine.
- Designed all in-game areas, puzzles, and character traits.
- Wrote all dialogue, plot points, and world lore.

Game Jams

Game Designer. Game Jam Pittsburgh. June 2018
- First Place in Game Jam Pittsburgh's Board Game category.

Game Designer. PIGDA Board Game Jam. August 2017, October 2019.
- Second Place (2017) and "Most Creative Material Use" (2019) in Pittsburgh's Independent Game Development Association's Board Game Jams.