

HEATHER ARBITER

20-53 33rd St
3rd Floor
Astoria, NY 11105

heather.arbiter@gmail.com
www.heatherarbiter.com
516.316.2717

PORTFOLIO

www.heatherarbiter.com Samples of game demos, design documents and coursework. Also contains details of recent industry experience and titles worked on

WORK EXPERIENCE

Game Designer
Reveloot
Jan 2013 - Present

Lead game designer and cofounder at Reveloot, a new independent game company. Managing social media and coordinating game design on multiple projects.

**Game Designer/
Producer**
Tylted, Inc
Jan 2011-Dec 2012

Lead Game Designer on *Pocket Beanie Babies*, *Pumpkin Chuckin'*, *Elf Chucking*, *Courtly Love: Dungeons & Dating*, and *Cubugs*. Participating designer *camPAIN 2012*, *Mash of the Monsters*. Designed interface upgrades and mini games in several holiday event games including *Merry Mobile* and *Hallofun*. Instrumental in systems, balance, achievements and progression design on numerous titles. Wrote and maintained documentation, interface designs and wireframes for most games. Programmer on many of same projects. Liaised with player community on chat, forums, social media.

Also served as Producer and Site Director. Including project management, scheduling, resource allocation, team leading. Managed on-site promotions and game catalog including integration of platform games.

Programmer/Scripter
Forever Interactive
Summer 2009

Worked on upcoming RPG title in Torque. Scripted elements of system to do vast visual changes in world without reloading levels. Worked with designers, programmers, and artists. Managed studio wikis.

Conference Associate
GDC
March 2009 & 2010

Assisted in sessions and manned information booths. Checked badges, distributed surveys, and ensured that attendees had a positive experience at GDC.

Sysop/Bureaucrat
GuildWiki
2007-2009

Appointed administrator of game wiki by earning trust and respect of community. Participated in discussions of policy, formatting and content. Extensive experience with MediaWiki, Wikitext, community management.

Intern
Active Web Group
Summer 2007

Web and graphic design with Dreamweaver and Photoshop. Created templates for email offers. Utilized various web design techniques. Generated content and sections of various websites.

Office Assistant
Sana Plumbing Corp
Summers 2002-08

Reception and word-processing. Instituted system for computerizing manual bookkeeping system. Assisted with moving existing manual records to computer.

Intern
Citigroup
January 2006

Diagrammed stages of development for new automated report generation process. Learned about software development in the financial industry. Experienced working in a large, corporate IT environment.

Intern
Creative Image Co.
Summer 2005

Created system for media archiving and filing. Trained others in organizational efficiency. Learned principles of marketing and advertising

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ROCHESTER INSTITUTE OF TECHNOLOGY, ROCHESTER, NY – 2008-2010

Master of Science Course work

Game Design and Development

Completed numerous projects including full demos and additional design documents (see portfolio) in teams and solo. Experience with design, programming, asset creation. Instrumental in documentation, balance, testing and gameplay refinement on projects.

The Trip 3D Game Capstone Project

Multiplayer “mock survival horror”. Contributed to design documentation, extensive gameplay programming, particle and camera design, independent research on camera transitions for dynamic split screen. C# with XNA.

Revenge of the Duzzles 2D Game Demo

Top-down shooter. Gameplay programming including scoring, shooting and enemy spawning. Lead design sessions, testing and refinement. Authored design document. DirectX10 in C++.

Shelf Life 3D Game Demo

Platformer about a gnome who lives in a refrigerator arranging food. Gameplay programming including scoring, world population. Responsible for testing and refinement. Authored design document and modeled assets. DirectX10 in C++.

Independent Study HeatherWiki

Designed and developed a system for using MediaWiki for building and managing design documentation. Augmented with software mods in PHP with SQL to automate document building and organization.

Graduate Assistant Preserving Virtual Worlds project

Worked with emulators and examined old platforms. Defined testing parameters for data to gather on emulators. Collected, organized and documented results.

STONY BROOK UNIVERSITY, STONY BROOK, NY – 2004-2008

Bachelor of Science Coursework

Computer Science (Honors) with specialization Game Development

Created various game demos both solo and in groups in C++ and Torque.

Senior Project Spellcraft

An educational game demo using Torque Game Engine. Examined the viability of creating an MMO to teach upper-level vocabulary. Designed techniques for integrating the vocabulary training into various aspects of gameplay. Lead the asset creation team and managed the art pipeline.

PROFICIENCIES

Languages

ASP/VBScript, C#, C++, C, Visual Basic, AS3, TorqueScript, Java, HTML, CSS, SQL, XML, Wikitext, Prolog.

APIs

DirectX 9/10, XNA, XACT, OpenGL, MediaWiki, JWBF, TinyXML.

Asset Creation

Maya, Blender, Bryce 5, Adobe Creative Suite, Audacity.

Documentation

Microsoft Office, Visio, MediaWiki, Confluence Wiki, Tiki Wiki, LaTeX.

Torque Game Engine

Coursework and industry experience.