

# Brianna Shuttleworth

thebricade.com

game designer

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*Game designer working to bring personalized intimate experiences to your players.*

## EXPERIENCE

### CHEETAH MOBILE / 2019-2020

Product Marketing / Starmate Puzzle Adventure

- Localization and creation of new features for our target demographic (females age 18-25).
- Approved and aided in designing home decoration, pet evolution design, and cosmetic features.
- Provided feedback to game developers from QA team and community members.

### NYU GAME CENTER / 2019-2020

TA for Game Design I & II

- Assisted in lessons and led labs of critique for undergrad and graduate students of game design.
- Facilitated units in social, party and user generated design.
- Worked with students to produce paper prototypes to quickly iterate through their designs.

### DESIGN WORKS GAMING / 2017-2019

Marketing Specialist

- Collaborated with data team to build optimized sales calendar and screen flows to prioritize monetization.
- Writing clear and concise documentation from competitor research.
- Managing three separate brand social accounts, utilizing popular culture and virality to increase engagement.

## EDUCATION

### MFA GAME DESIGN / 2018-2020

New York University, Tisch School of the Arts

### BA ARTS & PERFORMANCE / 2013-2017

Arizona State University, New College

## SKILLS

Unity	C#
Adobe Suite	Ink
Trello	Git
Excel	Documentation
Jira	Data Analysis

## PROJECTS

### MANIFESTATION OF TOUCH

Game Designer | Videographer

An art house fmv game exploring the human sense of touch and longing.

Made for iPhone & iPad

### DIAL A DEMON

Game Designer | Project Manager | Narrative Designer

A real-time narrative mobile adventure where you summon a demon and explore hell and personal lust.

2019 - Indiecade

2019 - NYU Gamecenter Showcase

### JANUARY

Solo Developer

A narrative mobile game about how our mood changes other's perception of us through our daily texts.

### BLANKET HOOKUPS

Game Designer

A social party game for 4-8 players about human touch and the awkwardness of hooking up.

2019 - IndieCade, Santa Monica, CA

2019 - NYU Game Center Showcase, Brooklyn, NY