



Drew Swanson

Game Designer

Contact



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drewswanson10



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Skills

2D & 3D Design

Storyboarding & Concept Art

Video Game Design

Team Leadership & Collaboration

Project Management

Technical Skills

2D Design

Photoshop

Illustrator

3D Design

Blender 2.9

Maya

Video & Animation

After Effects

Premiere Pro

Media Encoder

Game Production

Unity

Unreal Engine 4

Project Management

Slack

Basecamp

Github

Microsoft Office

Profile

A self-starting tester with a passion for imagination and game design. 3 years of freelance and team-based work experience. Extensive knowledge of database management, as well as player-centric game design. A love of video games, along with my excellent written and verbal communication skills, makes me the ideal game tester candidate.

Education

Washington State University Vancouver | Suma Cum Laude | June 2021

Bachelor of Arts in Digital Technology and Culture

Games Studies and Design Certificate

Relevant Experience

Design Team Lead | Huli — Game | June 2021

cmdcstudios.itch.io/huli

A 2D puzzle-platformer created during the Portland Indie Game Squad's Summer Slow Jams 2021 game jam. This project was a collaboration between the PIG Squad and WSUV's CMDC Program. Over 30 students worked to create the final game, website, trailer, and social media campaign.

- Managed a team of 6 artists and designers, delegating assignments based on talents and availability of the artists
- Contributed to the creation of concept art and story design
- Communicated final design approvals with the game's director to ensure visual consistency across assets

Design Team | Electronic Literature Organization's The NEXT | 2021

the-next.eliterature.org

A combination museum, library, and preservation space containing 30 collections and over 3000 works of born digital literature owned or managed by the Electronic Literature Organization, an international arts organization.

- Collaborated with teammates to create a cohesive brand for the virtual space
- created and managed a variety of assets to be displayed across the space
- enforced branding guidelines during the creation of subsequent assets

Lead Artist | Quest for Arete — Game | Fall 2020 - Spring 2021

quest-for-arete.com

An award-winning interactive fiction experience created by a team of 13 and developed using the Inform 7 platform. The game encourages the player to seek the concept of "Arete", meaning excellence in all things, through their navigation of 10 unique puzzle rooms, each representing a different virtue. The game was also published on itch.io.

- Worked alongside narrative designers to produce a series of art pieces inspired by the characters and environments of this interactive fiction game
- designed and produced the game's logo
- contributed to the overall development of the game