

Audrey Higgins

C: 860-334-0633

<http://audgehiggins.wixsite.com/design-development>

Audge.higgins@gmail.com

OBJECTIVE

Game designer seeking an internship in interactive media design capacity that promotes my aptitude for storytelling, leadership, and interdisciplinary teamwork.

SKILLS (* INDICATES NEW SKILLS DEVELOPING AT ENTERTAINMENT TECHNOLOGY CENTER)

- **GAME DESIGN**
 - Concept development*
 - Game mechanics iteration/analysis
 - Game systems design* development*
- **PRODUCTION:**
 - Production experience on time-bound team projects
- **WRITING:**
 - Novel writing
 - Research writing
 - Travel writing
 - Business writing
 - Argumentative/Persuasive writing
 - Script writing*
 - Electronic/Online Writing
 - Public Writing

EDUCATION

Carnegie Mellon University | Entertainment Technology Center (ETC) | Pittsburgh, PA | Master's in Entertainment Media Technology | (Anticipated) Spring, 2018

University of Rhode Island | North Kingston, RI | Bachelor in Writing & Rhetoric/Classical Civ. Studies | May, 2015

ACADEMIC PROJECTS (ETC)

InTouch: Producer, Game Mechanic Designer, Concept Development

- 6-person team researching traditional tabletop game interaction and design methodology to ascertain which can be enhanced by immersion in VR
- To develop a 3 – 5-minute multiplayer VR game based on this research in Oculus Touch

Building Virtual Worlds (BVW): Producer, Concept Development, Game Designer

- Worked in rotating, rapid prototyping, 4 to 5 person teams of individuals from disparate backgrounds to create interactive gaming worlds and expand on skills outside of my academic focus

Visual Story: Producer, Scriptwriter, Director

- Worked in semester long 5-person team to conceptually develop, script, frame, and shoot film productions, which also required video editing, SFX, and logo development

EXPERIENCE

WORK

Writing Center Coordinator/Secondary Education Instructor | Harari College Worldwide | April 2014 – January 2015

- Developed semester-long curriculum for students of generally non-English speaking backgrounds to better prepare them for the writing expectations of universities in the United States; copyedited resumes, creative writing works, cover letters, etc
- Instructed/developed semester long curriculum in: Creative Writing, College Writing

LEADERSHIP

- Basic leadership training courses during two years of Army ROTC training (2012)

PUBLISHING

- In the Hall of the Mad-God – 2016
- Caught in the After-Wake – 2015
- Dwindle – 2013