Harrison Barton
Game Designer & Narrative Designer

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Skills

- C# Scripting
- Level Design
- Content Design
- Systems Design
- Rapid Prototyping
- Mobile Dev
- Dialogue Writing

Game Engines
- Unity 5
- Unreal Engine 4
- GameMaker

Scripting Languages
- C#
- Unreal Blueprint
- ActionScript 3
- Python

Other Programs
- Photoshop
- Articy Draft
- Twine
- Ren'Py
- Github
- Perforce

General Skills
- Quality Assurance
- Public Speaking
- Team Leadership
- Activism

Education

DigiPen Institute of Technology (2017)
Bachelor of Art in Game Design
English Minor

Work Experience

Narrative Designer & Mobile Developer — Pride Interactive
October 2017- Present

- Narrative Designer and developer for "Burn Ban" a mobile Unity game pitch chosen by a select panel of industry experts for further development, and published by Infinite Deviation: Games.

Game Content Designer & Developer — Gearshift Media
November 2017- January 2018

- Designed and developed game content in Unreal Engine 4 for an unannounced project.

Contract Game Writer — Rival Games Ltd
September- October 2017

- Created written content for an unannounced project.

Selected Works

Elegy
Narrative, Level & Mechanics Design, Blueprint Scripting, *Student Game*
June 2016- April 2017

Unreal Engine: An exploration game starring a disabled woman searching for her brother in a post-civilized world

- Led Design and Sound Teams to focus on storytelling through environment and character
- Designed a large open ended valley level for players to explore
- Implemented dialogue events and story beats in Blueprint
- Wrote script that delivered upon bittersweet story beats (1,000+ Words)

girl, i see right thru u
Narrative, Level & Mechanics Design, C# Scripting, *Student Game*
August 2014- April 2015

Unity: A narrative platformer about accepting the loss of a loved one

- Led Designers and Artists to follow a singular vision
- Designed, playtested, and polished all 13 of the game's main levels
- Designed the game's overworld segments, including dialogue/cinematics
- Designed and scripted the game's main mechanic in C#
- Wrote a text system to keep track of character dialogue in C#
- Designed emotionally effective story beats with interactive gameplay

Awards & Honors

Game Developers Conference, 2018
- AbleGamers TrainJam Sponsorship Recipient, GDC 2018
- Different Games, GDC 2018 Ambassador

Burn Ban (Game Pitch)
- Infinite Deviation: Games Finalist, 2017

Elegy (Student Game)
- Most Poetic Experience, DigiPen Peer Commendations 2017
- Showcased at DigiPen Booth, PAX Prime 2017

Game Developers Conference, 2016
- Platinum Winner, GDC Narrative Review Competition 2016

girl, i see right thru u (Student Game)
- Bronze Winner, Serious Play Conference 2015
- Most Poetic Experience, DigiPen Game Awards 2015
- Best Sophomore Game, DigiPen Game Awards 2015
- Showcased at DigiPen Booth, PAX Prime 2015