



HEATHER CLEVELAND

Game Designer

519-212-0974
HeatherCleveland.ca
HeatherCleveland25@gmail.com

Educated Game Designer with a Bachelors in Game Design from Sheridan College. Familiarity with 3D art development from Diploma in 3D animation. Several years' experience in industry currently with one triple A shipped title. Experienced with a variety of game genres with a concentration on mechanic and system design.

Work Experience

HB Studios and Take2 Interactive

2020 – present

Game Designer

- Maintain living documents.
- Work alongside development team and maintain communication between multiple departments.
- Design with respect to real world organizations and brands.
- Ensure quality of gameplay experience.
- Transition to remote work.

Certain Affinity Sponsorship

2019 – 2020

Game Designer

- Combat and boss design with focus on creating challenges for the player.
- Boss design specified to challenge the tools we provide to the player
- Combat design of balancing two player types.

OCAD University

Summer 2019

Research Assistant on Game Project

- Researching and testing hardware limitations.
- Weekly check in and iteration with client.

Education

Bachelors of Game Design – Sheridan College

2016 – 2020

- 4 years experience with in-industry teachers.
- Education focused on learning many aspects of game development with lens of game design.
- Focus on fast iterative process.

Diploma of Integrated Animation – Mohawk College

2014 – 2016

- Learning to plan and execute development on own time and schedule.
- Learning pipeline of 3d development.

Skills:

- Agile Development
- Training and Onboarding
- Time Management
- Swift Adoption of New Tools and Software
- Maintaining Living Documents
- Public Speaking and Presenting

Tools:

- Jira
- Confluence
- Notion
- Microsoft Office
- Oculus
- Unity
- Visual Studio
- Depthkit
- 3DsMax, Maya, Blender