Dwight Deem
Game Designer

Contact and Portfolio

DwightDeem.com
deemdwight@gmail.com

Education

Columbia College Chicago
BA Game Design /
Interactive Media

Skills

Game Design
Rapid Prototyping,
Grey Boxing, Behavior Trees,
Level 1,Game Feel,
UI Implementation,
Level Design, TTRPG Design

Programming
C#, C++, Data Structures,
Blueprinting(UE), Debugging

Remote Team Work
Leading Stand-ups,
Centralized Documentation,
Version Control

QA
Managing Surveys,
Technical Writing,

3D
Simple Modeling, Animation,
Camera Control

Software

Unity, Unreal 4, MAYA,
Adobe cc suite, JIRA, Trello,
GitHub, Slack/Teams

Projects

Candle Light | Designer / Programmer
First person 3D Unity | student horror demo | Produced fully remote

- **Designed** and implemented various puzzle interactables
- **Animated** holdable props and physics objects
- **Iterated** scare triggers and key items based on playtest feedback
- **Animated** introductory cutscene to set the stage for the player and highlight key interactables
- **Collaborated** with audio and art team to ensure the experience was as intuitive as possible, and needed no formal tutorial
- **Led** development team stand-ups, and worked with group members to ensure key milestones were achievable and on track

Cat Herding Jam | UI Designer / AI Programmer / Project Lead
Top down Unity 2D | Holiday game jam for 'International cat herding day'

- **Designed** the UI and programmed functionality for visual elements
- **Wrote** a dynamic parameter based AI for cat behavior
- **Implemented** a score system and victory state functionality
- **Scoped** and planned project to be completed within time restraints, including time for testing and iteration

Dark Fall | Solo Project
First Person 3D Quake based | Level Design emphasis

- **Drew**, Grey-boxed, Textured, then fleshed out original map design
- **Manipulated** architecture to draw the eye and direct player attention
- **Created** a RGP style quest system using text and world triggers
- **Surveyed** live and remote playtesters and altered game balance based on player feedback / footage

Escape the Aurora | Puzzle Designer / QA
First Person Unreal | Student project intern

- **Joined** a working team midway through development to assist with production and design tasks
- **Designed** dozens of variations on simple block puzzles and ranked them based on difficulty using a mathematical formula
- **QA** tested development builds and wrote detailed reports on player experience and any potential bugs / issues