

Abby Friesen

Making games that matter

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Work Experience

Game Designer August 2011 – present

Filament Games • Madison, WI

- 20+ titles worked on
- Design a diverse set of games from start to finish in an agile / scrum environment
- Create design documents for all projects
- Work on multiple games at a time, with multiple teams
- Write and prioritize user stories for all games
- Build and balance gameplay systems
- Design puzzles and levels
- Oversee internal and external playtesting
- Iterate on designs based on feedback
- Insure that player progression and game mechanics adhere to learning objectives of the game
- Write dialog and tutorials
- Draw storyboards and quick concepts to help teams understand design
- Comfortable making and using flowcharts / spreadsheets
- Put together art and sound asset sheets as needed
- Provide voice-overs when needed
- Communicate with clients on external projects

Education

Herzing University 2007 - 2011

Bachelor of Science in Game Development

Skills Overview

- Writing / documentation
- Systems design
- Paper prototyping
- Task managing
- Storyboarding
- Educational games design
- Agile and Scrum
- Digital and traditional art
- Basic 3D modeling / mapping / texturing
- Basic programming knowledge
- XML and JSON scripting

Software Knowledge

- Jira (task tracking)
- Subversion (version control)
- Microsoft Office
- Adobe Photoshop
- Autodesk Maya

Values

- Accepting design input from all members of the team
- Maintaining clear product vision throughout production
- Keeping designs flexible to adapt as we go along
- Remaining available to team members at all times