OAKLAND, CA

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# HANNAH CULVER

## WORK HISTORY

### Paradox Tectonic, Berkeley, CA — *Senior Game Designer*

NOV 2021 – JULY 2024

- Designed and implemented in-game systems, mechanics, and levels for *Life By You*, a new open-world life simulation game with innovative features
- Planned, scoped, researched, and implemented new game content, focusing on storytelling and overall user experience
- Built prototypes of levels and advocated for various player types, fostering innovative and engaging content
- Interpreted and implemented creative director's ideas, pitching designs to leadership for approval
- Managed development of in-house tools and created documentation for efficient workflow
- Advocated for minority and LGBTQIA+ groups in collaboration with advocacy organizations
- Represented the company at GamesCom, participated in media interviews, appeared in promotional videos, and wrote scripts for video content
- Led design discussions, reviewed peers' work, organized playtests, and trained new designers

### Robin Games, Los Angeles, CA — *Game Content Designer*

AUG 2020 – OCT 2021

- Designed, implemented, and shipped levels for PLAYHOUSE (new mobile game, soft launched July 2021) using Unity and proprietary software
- Created and enforced best practices for game content
- Organized, built, and deployed releases to live environment using manual integration processes
- Created and maintained release schedules and processes
- Trained team of game designers in Unity and game content best practices

### Jam City, San Francisco, CA — *Game Designer*

JAN 2020 – AUG 2020

- Created content for *Harry Potter: Hogwarts Mystery* and *Marvel Avengers Academy* mobile games
- Designed and oversaw new game features for *Harry Potter*, including adding haptic feedback
- Worked with all departments to develop core game as well as time-limited event levels from inception to completion
- Designed, implemented, and shipped levels for *Harry Potter*
- Built and deployed releases to live environments using manual integration processes
- Repaired bugs and tracked implementation of fixes
- Trained and co-managed team of game content managers
- Released *Marvel Avengers Academy* on a weekly basis

### *Associate Game Designer*

JULY 2018 – JAN 2020

*Game Content Manager*

FEB 2017 – JULY 2018

**Creative Coding 4 Kids, Seattle, WA** — *Project Manager/Lead Teacher*

SEPT 2016 – DEC 2016

- Headed and organized internal projects to promote skill-based classes and software for Creative Coding 4 Kids, an after-school and expanded learning program for children
- Created and implemented curriculum, teaching children ages 7 through 12 introductory computer science and video game programming skills

*Assistant Teacher*

APR 2016 – AUG 2016

**ArenaNet, Bellevue, WA** — *Release Management/Production Intern*

SEPT 2014 – SEPT 2015

- Released *Guild Wars 2* to North America, Europe, and China regions on a biweekly basis
- Released emergency hotfixes to live service
- Managed branch integrations to all environments
- Coordinated with Production, QA, and Design to ensure timely releases and maintained release schedules for studio visibility
- Coordinated playtest group for beta release

## EDUCATION

**Academy of Art University, San Francisco** — *BFA, School of Game Design*

JUNE 2014

**University of Washington, Seattle** — *Comparative History of Ideas*

2007–2009

**North Seattle Community College, Seattle** — *AA Degree*

2007

## HONORS & AWARDS

*Eat Brains Love* (game); AAU Spring Show 2014; featured at AAU booth at GDC 2015