Raven Powless

GAME DESIGNER | ravenpowless.ca | ravenbpowless@gmail.com
Ontario, Canada

TOOLS

- Unreal Engine
- Unity Engine
- GitHub/Perforce
- Trello/Jira
- Microsoft Word

SKILLS

- Gameplay design
- Demonstrated ability to work in team environment
- Dedication to see tasks through to completion
- Experience working under deadlines
- Implementing game design into engine

EXPERIENCE

TECHNICAL LEAD • MNEMONIC • OCT 2021 – AUG 2022
FPS Parkour Game | Best Game at SOD Year End Show 2022
- Created roadmap and tasks while leading team of undergraduate programming students
- Designed, prototyped, and implemented features into engine
- Collaborated with other designers to define mechanics and systems.

GAME DESIGNER • ASTRAL BLOOM • JAN 2022 – AUG 2022
2D Action-Platformer Game
- Merged visual novel storytelling, 2D platforming, and strategy gameplay to create a unique experience
- Handled all design and programming work
- Created levels and enemy AI

PRODUCER • FARM DEFENCE • JAN 2021 – APR 2021
Mobile Isometric Tower Defence Game
- Ensuring tasks are managed and met for milestones
- Game Design Document management
- Designed Scarecrow Tower and enemy variants

EDUCATION

GAME DESIGN (POST-GRAD) • 2021-2022 • GEORGE BROWN COLLEGE
Collaborated with other designers to create game design documentation and projects while working with different specializations within game development.

GAME PROGRAMMING • 2018-2021 • GEORGE BROWN COLLEGE
Studied programming and led several projects with other students which used Unreal Engine 4 and Unity Engine.