



Addison Begleiter

GAME DESIGNER

ABOUT ME

Creative and passionate game designer with a quality understanding of game mechanics and player engagement. With a genuine passion for gaming and a drive to create memorable and impactful experiences, I am dedicated to contributing my skills and expertise to the development of exceptional games that resonate with players.

CONTACT ME

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portfolio: <http://addisonbegleiter.com/>

MY SKILLS

Bug and Issue Detection
Effective Communication
Prototype Development
Project Documentation
Teamwork Skills

INTERESTS

Computer Building
FPS Games and Roguelites
Animation
Game Design

EDUCATION

BACHELOR ARTS

George Mason University 2019-2022

3.5 GPA; cum laude

Capstone Project: Stand By Beats;

My roles were the lead game designer as well as producer of the game.

Managing other teammates while developing the GDD and keep the game on schedule for launch.

General Education (Transfer)

Northern Virginia Community College 2017-2019

WORK EXPERIENCE/PROJECTS

Assembler Technician

Aug 2022-Current, Thorlabs Imaging Systems, Sterling VA

- Produced quality results on detailed and intricate work building, cleaning, and testing cameras.
- Collaborated with team members to improve production processes and maintain quality standards.
- Conducted quality assurance inspections on finished components and identified issues.

Producer/Game Designer (Senior Project)

Jan 2022-Dec 2022, Stand By Beats

- Conducted research and information gathering to troubleshoot and improve content quality.
- Forwarded idea generation and prototyping to assess content effectiveness.
- Communicated with art, sound, and programming teams to design innovative game elements and optimize quality.

Game Designer (Junior Class Project)

June 2021 - Dec 2021, GMU: A Declaration of Rites

- Effective communication between team members to properly handle large or complex workloads.
- Playtested prototypes and assisted in game direction
- Balanced mechanics and assisted in level design.

Production Intern

June 2021-October 2021, Hashtag Gaming Arena, Fairfax VA

- Helped set up broadcasting software and make workflow more efficient.
- Edited videos for many projects.
- Logged and organized library of videos.

TECHNICAL SKILLS

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| • Adobe Suite | ●●●●●●○○○ | • Blender | ●●●●●●●●○ |
| • 3DS Max | ●●●●●●○○○ | • Office Suite | ●●●●●●●○○ |
| • Git/Perforce | ●●●●●○○○○ | • Programming | ●●●●○○○○○ |
| • Unity 3D | ●●●●○○○○○ | • Unreal Engine | ●●●●●●●●○ |