AVIVA SCHECTERSON

Game Designer

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Game designer with 10+ years of experience in AAA and tabletop games like *Towerborne, New World,* and *Pathfinder ACG*. Specializes in AI/NPC behavior, combat design, encounter design, and player onboarding. B.A. in Game Design from DigiPen Institute of Technology. Passionate about shaping new and exciting games that give players interactive and memorable experiences.

SKILLS

GAME DESIGN

- AI/NPC Design
- Combat Design
- Encounter Design
- Game Mode Design
- Mission Design
- Instructional Design
- Content Design
- Puzzle Design
- Analog Game Dev

TOOLS & SCRIPTING

- Unreal (Behavior Trees, EQS)
- Lumberyard (Proprietary visual scripting, XML)
- Unity (C#)
- Python
- Adobe InDesign, Illustrator, & Photoshop
- MS Office Suite

PROFESSIONAL AVOCATIONS

NEXT GEN LEADER - IGDA FOUNDATION
Exclusive professional development program | 2022
IGDA SIG CHAIR
IGDA Jewish Developers SIG | Mar 2016 – Current
CONFERENCE ASSOCIATE
Game Developers Conference | Mar 2016, Mar 2019
TEACHING & MENTORSHIP
- *ADPList Mentor* | Aug 2022 - Current
- *GAMEHEADS Mentor* | Summer 2020, 2021, 2022, 2024
- *Krav Maga Instructor (Alliance)* | Jan 2018 – Jan 2020
- *Game Design TA (DigiPen)* | Sep 2013 – Apr 2016

RELEVANT DESIGN EXPERIENCE

SENIOR COMBAT DESIGNER / *TOWERBORNE* / CO-OP ACTION-ADVENTURE RPG

Stoic Studio | Mar 2021 - Apr 2023 (Mid-level); Apr 2023 - Current (Senior)
- Drive AI strike team to prioritize combat experience goals and quality within timelines set by production/publishing.
- Design abilities for AI & collaborate with other designers while focusing on frame-to-frame combat.
- Implement base AI in Unreal through datatables, proprietary tech, & Unreal stock BTs, to adapt to engineering changes.

AI DESIGNER / *NEW WORLD* / MMORPG

Amazon Game Studios | Oct 2020 - Mar 2021
- Designed AI creatures & implemented behavior through XML-based behavior trees in Lumberyard.
- Designed and implemented core gameplay for the mid-level boss Greundgul the Regent.
- Collaborated with dungeon-designers to make engaging boss encounters for co-op groups of 5 players.

GAME DESIGNER / *CRUCIBLE* / PvPvE TEAM-BASED HERO SHOOTER

Relentless Studios (Amazon Game Studios) | Jul 2019 - Oct 2020
- Designed AI creatures & implemented them into the game using Lumberyard & custom state machines.
- Designed events & content for unique game modes so the various characters can help their team in multiple ways.
- Arranged world interactables for engaging gameplay moments in the map.

GAME DEVELOPER & EDITOR / *APOCRYPHA ADVENTURE CARD GAME* / CO-OP ROLE-PLAYING HORROR CARD GAME

Lone Shark Games | Jan 2016 – Dec 2018
- Designed missions for 2 of 9 unique chapters, successfully meeting the design deadline for the 3rd box.
- Developed a revised rulebook using InDesign, increasing the quality of the final game.
- Designed & edited powers for 1,200 cards of content, as well as 3 20-page story books with unique missions.

GAME DESIGNER & DEVELOPER / *PATHFINDER ADVENTURE CARD GAME: CORE SETS* / CO-OP ROLE-PLAYING FANTASY CARD GAME

Lone Shark Games | Jan 2018 – Jul 2018
- Designed content for boons & banes for a generic base set to be played with any expansion without confusing players.
- Designed new and/or modified parts of the turn-based system & combat system to be compatible with other sets.
- Conducted bi-weekly external playtests to further develop new rules & concepts with veteran & novice players.

GAME DEVELOPER & EDITOR / *THORNWATCH* / COMIC BOOK FANTASY ROLE-PLAYING (LITE) BOARD GAME

Lone Shark Games | Jan 2016 – Feb 2018
- Developed & edited powers for 200 cards & content for 1 game master, 5 heroes, & 18 denizens & monsters.
- Wrote & edited conceptual design documentation to lay out a final 20-page rulebook along with 18 storyboards.
- Edited content & determined what would be final templating throughout the game's development cycle.

EDUCATION

GAME DESIGN, BACHELOR OF ART / ENGLISH, MINOR
DigiPen Institute of Technology | Graduated Apr 2016

DIGITAL GAMING, ASSOCIATE OF ART
Bellevue College | Graduated Mar 2012

PROFESSIONAL GAME CREDITS

STOIC STUDIO
- *Towerborne* - Senior Combat Designer (Enemies/AI)

AMAZON GAME STUDIOS
- *Crucible* (2020) - Game Designer (Arena and AI)
- *New World* (2021) - AI Designer

LONE SHARK GAMES
Game design and development
- *Hyde Society* (release: TBA)
- *Apocrypha ℵ1 Companion App* (2017 - Current) (horror/fantasy card game support app)
- *Apocrypha Adventure Card Game: The Devil* (2018) (horror/fantasy adventure card game and role-playing game expansion)
- *Apocrypha Adventure Card Game: The Flesh* (2018) (horror/fantasy adventure card game and role-playing game expansion)
- *Apocrypha Adventure Card Game: The Hybrid Mission Pack* (2018) (horror/fantasy adventure card game and role-playing game expansion)

Game development and editing
- *Pathfinder Adventure Card Game: Core Set* (2019) (high fantasy adventure card game)
- *Pathfinder Adventure Card Game: Curse of the Crimson Throne* (2019); (high fantasy adventure card game)
- *Apocrypha Adventure Card Game: The World* (2017); *The Flesh* (2018); *The Devil* (2018) (horror/fantasy adventure card game and role-playing game base game)
- *Betrayal at House on The Hill: Widow's Walk* (2016)
- *Gen Con Puzzle Hunt* (2016, 2017) (live event puzzle hunt)
- *Pathfinder Adventure Card Game: Mummy's Mask* (2017) (high fantasy adventure card game)
- *The Ninth World: A Skill Building Game for Numenera* (2018) (sci-fi fantasy bidding game)
- *Thornwatch (Eyrewood Adventures)* (2018) (fantasy comic-strip lite role-playing game)

PAIZO PUBLISHING
Game editing (Credited as Alexandra Schecterson)
- *Giants Revisited* (2012) (role-playing game reference book)
- *Advanced Race Guide* (2012) (role-playing game reference book)
- *Pathfinder Society 3-15 The Haunting of Hinojai* (2012) (role-playing game campaign setting)
- *Pathfinder Society 3-16 The Midnight Mauler* (2012) (role-playing game campaign setting)
- *Pathfinder Society 3-18 The God's Market Gamble* (2012) (role-playing game campaign setting)
- *Pathfinder Society 4-15 The Cyphermage Dilemma* (2012) (role-playing game campaign setting)
- *Pathfinder Adventure Path Skulls & Shackles* (2012) (role-playing game adventure path campaign)

PUBLIC SPEAKING EXPERIENCE

- **Speaker**, Antisemitism in the Games Industry (Presented by the IGDA) (GDC 2024)
- **Mentor**, Code Coven, 2022, 2023
- **Mentor**, GAMEHEADS 2020, 2021, 2022, 2024
- **Speaker**, Making Jewish Games Roundtable (Presented by the IGDA) (GDC 2021)
- **Martial Arts Instructor and Fitness Coach** (Krav Maga Kirkland; 2018 - 2021)
- **Panelist**, National Student Leadership Conference at UW (2019)
- **Speaker**, Discover Your Chutzpah Roundtable: A Discussion on Jewish Life in the Industry (Presented by IGDA) (GDC 2019)
- **Speaker**, Rules Are Meant to be Played (Evergreen Tabletop Expo 2018 http://etxwa.com/gamedesign/; PAX Dev 2017)
- **Panelist**, Playtesting: Making A Good Game Great (Gen Con 2017)
- **Guest**, Cheat Codes Podcast Episode 148: Light Gnawing (2017) http://www.cheatcodespodcast.com/2017/09/episode-148-light-gnawing/
- **Speaker**, IGDA Jewish Developers SIG Roundtable (GDC 2017)
- **Guest Lecturer**, 2d6 Alternative Facts About Game Design (DigiPen Institute of Technology, Intro to Game Design 2017; Sandpoint High School, Digital Media course, 2017)
- **Alumni Ambassador**, Speaking and paneling to prospective students on a monthly basis (DigiPen Institute of Technology 2016 - Current)
- **Teacher**, ProjectFUN Summer Game Design Courses (DigiPen Institute of Technology 2013-2015)
- **Student Ambassador**, Speaking and paneling to prospective students on a monthly basis (DigiPen Institute of Technology 2013-2016)
- **President**, DigiPen Diversity Club, Weekly 30-minute interactive lectures on diversity in games, Received DigiPen's 'Club of the Year' Award in 2015
- **Volunteer**, IGDA Jewish Developers SIG Chair (2016 - Current); GDC Conference Associate (2016, 2019)