

# Harrison Bolin

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## SUMMARY:

Game designer with two shipped mobile titles and half a dozen games on Itch, focused on crafting engaging player experiences. Looking to use my design and technical background to grow in a junior game design role.

## EDUCATION:

Bachelors of Creative Technology and Design - University of Colorado Boulder (2017-2021) - Honors: Cum laude

Associates of General Studies - Pikes Peak Community College (2015-2017)

## SKILLS:

### Game Design:

Prototyping, Iterative, Level, and System Design, Documentation, Excel/Statistics, Playtesting

### Game Development:

Unity, C++ / C#, Lua, Pico-8, Bitsy, Twine, Visual Studio, Github/Version control

### Project Collaboration:

Agile Framework, Scrum, Kanban, Trello, Notion, Slack, Basecamp

### Design and Media:

Photoshop, After Effects, Premiere Pro, FL Studio, MS Office, Affinity Suite, Live Streaming



## PROJECTS:

### Project Buffalo | Team of 3 | 2021

Web based alternative reality game created for our degree capstone project.

- **Balanced the difficulty curve and progression** after conducting user testing sessions to identify friction points.
- Led twice weekly standups and managed our task system in Notion.

### The Intern | Team of 4 | 2020 | Unity

Arcade style game developed as part of a game development class.

- Designed, tested, and **developed core gameplay loop** and the UI.
- Taught and managed a Trello board, and **prioritized the backlog** to keep us on track with milestones.

### Magic Bookshop | Solo | 2020 | Pico-8/Lua

Play as a wizard apprentice in this arcade game made for the SDC Game Jam.

- Iterated off of the theme to design a game within 48 hours.
- Created all art, music, and code for the game.

## WORK HISTORY:

### Game Design Intern (June 2021 - Present)

Tastypill, Remote - Atlanta, GA

- **Designed levels** that conformed to existing IPs and iterated off of core gameplay pillars for games including *Money Bank 3D*.
- Pitched ideas for mobile games that **aligned with market research** and studio goals.
- Created **game design documents** with sufficient detail to be passed off to the production and development teams.
- Performed market research to **identify game design trends** in the mobile gaming market.
- Reviewed game and level concepts with peers to give each other **constructive criticism**.

### Web Developer (January 2020 - Present)

TEEM Marketing, Denver CO

- Evaluated and **reported on analytics** to communicate web performance to key stakeholders.
- Managed technical portions of ongoing web projects for **dozens of clients** using **Agile processes**.
- Developed websites including large scale ecommerce and multi-lingual sites, as well as a new site for the agency, netting new clients and brought in **tens of thousands of dollars in revenue**.
- Created and **executed new technical strategies** to enhance clients' websites using technologies like Wordpress, jQuery, Vue.js, and split testing.

### Freelance Web Developer - (June 2018 - January 2020)

**Web and IT Support Intern** - Compassion Intl. (May 2018 - August 2018)

**Student IT and Media Assistant** - University of Colorado Boulder (September 2017 - July 2018)

**Junior Editor / Game Journalist** - Gamnesia (October 2014 - July 2017)