

# Harrison Bolin

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## SUMMARY:

Game designer with casual free-to-play mobile experience and half a dozen games on Itch.io. Looking to use my creative, technical, and analytical background to grow in a new 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:

Level & System Design, Excel/Statistics, Documentation, Prototyping, Playtesting

### Game Development:

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

### Design and Media:

Figma, Photoshop, After Effects, Premiere Pro, FL Studio, MS Office, Affinity Suite, Wireframing

### Project Collaboration:

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

## EXPERIENCE:

### Junior Game Designer (September 2021 - Present)

Tastypill, Remote - Atlanta, GA

- Created more than **fifty level mockups, three economy design spreadsheets, and dozens of user-interface flows.**
- Collaborated with **engineering and art teams to create eighteen Unity game prototypes** that were tested on the Apple App Store.
- Crafted dozens of developer-ready **game design documents**, planning features, art direction, and progression curves.
- Pitched two or more unique hyper-casual game concepts every week **aligning with market research** and studio goals.

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

Tastypill, Remote - Atlanta, GA

- **Wrote specifications for hyper-casual mobile game concepts** to be passed off to development teams for prototyping.
- Led creative brainstorming sessions with other interns to **plan new features for existing games with the goal of increasing retention.**
- Proactively **created standards for level and game design documents** that were implemented across the design department.
- **Produced level design mockups** for games like *Money Bank 3D*.

### Web Developer (January 2020 - Present, Part-time)

TEEM Marketing - Denver, CO

- Conducted user interviews to identify needs, **created affinity maps to organize that data**, then developed **Invision prototypes** to demonstrate solutions.
- **Evaluated analytics** to communicate performance to stakeholders.
- Devised and executed technical strategies to enhance client websites using new technologies including Hubspot, Vue.js, and split testing.
- Developed 14+ websites including ecommerce and multi-lingual sites.

## PROJECTS:

### Project Buffalo | Team of 3 | 2021

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

- **Designed and implemented three different websites, including game logic states, animation, and audio.**
- **Conducted user testing** to identify player pain points and made adjustments to **increase level completion by 31%.**
- Produced promotional video using **After Effects** and **Premiere Pro.**

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

*3D arcade style game made as part of a game development class.*

- **Planned, tested, and developed the game loop using Unity & Visual Studio** and developed the user interface using Photoshop & Figma.
- **Supervised user testing** to ensure the experience matched our goals.

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

*8-bit arcade game made for the SDC Game Jam.*

- Iterated off of a given theme to design a game within 48 hours.
- Produced all art, music, and code within the Pico-8 editor using Lua.