

Bri Williams

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Education

MASTER OF ARTS | MAY 2017 | AMERICAN UNIVERSITY

- Major: Game Design

BACHELOR OF SCIENCE | MAY 2015 | ST. JOHN'S UNIVERSITY

- B.S.: Film and Television Production
- A.A.S: Mass Communication

Skills & Abilities

- Unity/C#
- Unreal/C++
- Twine/JavaScript
- Adobe Creative Suite
- Microsoft Office Suite
- Automation Testing
- Agile/Scrum Development
- Game Design Documentation
- Jira
- Test Rail
- Screenwriting

Experience

QA TESTER I: DOMINATIONS | BIG HUGE GAMES | FEB 2019 TO PRESENT

- Write and execute test cases to verify bug-free functionality of new and existing features
- Discover, research and document project bugs and defects
- LiveOps support, investigating potential live issues and bugs
- Work directly with the programming and design teams to investigate and reproduce complex issues
- Act as point of contact for the QA department for teams working on game features
- Run automation test cases with proprietary software

GAME DESIGN RESEARCH ASSISTANT | THE WILSON CENTER | AUG 2017 TO SEPT 2018

- Designed and wrote story content for prototypes using the Unity Game Engine.
 - *Ubiquitous Risk*: An internal prototype for use by Congressional staff during the Wilson Center's Congressional Cybersecurity Lab. Prototype is available upon request.
- Designed and wrote dialog and story content for in-house games.
 - *Link to the Past: Woodrow Wilson*: A point-and-click adventure game that let's players explore key moments in President Wilson's history. Made for the 50th anniversary of the Woodrow Wilson International Center for Scholars. Prototype available upon request.
 - *Together we Weather the Storm*: A tabletop RPG made in collaboration with the Wilson Center's China Environmental Forum for a workshop in Kunming, China. More information can be [found here](#).
- Crafted storyboards and wireframes for upcoming projects and proposals.

- Attended weekly development meetings with external designers and stakeholders.
- Wrote articles and blog posts for the STIP website, [found here](#).

LEAD NARRATIVE DESIGNER | [LOOMINARY](#) | JAN 2017 TO FEB 2019

- Generate outlines and drafts with team members to create compelling storytelling.
- Collaborate with programmer on the look and design of the UI.
- Write interactive story scripts that are compatible with the game's unique controller.
- Conduct player testing to measure level of interactivity between the game and the loom controller.
- Loominary has been featured in the Smithsonian American Art Museum, Electronic Literature Organization Conference, and Tangible Electronic Interface Conference.

COUNSELOR | GIRLS MAKE GAMES | JUNE 2017 TO JULY 2017

- Guided 2 teams of 3 students through game development.
- Worked with students to program and debug games.
- Lead team discussions and lessons on aspects of game development.
- Part of the inaugural GMG Summer Fellowship Program, more information can be [found here](#).

INTERN | MOLECULAR JIG GAMES | SEPT 2016 TO FEB 2017

- Conducted quality assurance testing give input on user design for a multi-platform health and education game.
 - Immune Defense: Focused on teaching players about the cells of the immune system. More information about the game can be [found here](#).
- Crafted and edited WordPress blogs to promote upcoming events and highlight recent gaming achievements.
- Posted "Screenshot Saturday" demos to incorporate player feedback and increase fan base.
- Managed Twitter and Facebook pages for updates and company news.

SYSTEM DESIGNER/WRITER | EDUCATIONAL TESTING SERVICE | FEB 2016 TO MAY 2016

- Participated in discussions about game design appropriate for the purpose of assessing a player's cultural literacy.
- Contributed writing and artificial intelligence development to a million-dollar government funded game.
- Crafted dialogue options for Non-Player Characters
- Developed dialogue trees with machine-learning features using an original dialogue tool. Information on that tool can be [found here](#).