

# Bri Williams

---

briwilliams.co | [brisywill@gmail.com](mailto:brisywill@gmail.com) | 703-300-2536

## 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

### STORY LEAD | WHIMSY MACHINE | NOV 2020 TO DEC 2020

- Wrote setting modules for *Fight Item Run*: inspired by that nostalgic feeling of old school pixel art JRPGs and metroidvanias.
- Collaborated with Editors to make revisions for story modules.
- Communicated with Game Lead on creation of different player settings and enemy design.
- Created additional player modules based on the success of the Kickstarter campaign.
- Promoted Kickstarter campaign through various social media outlets.

### WRITER | SNOWBRIGHT STUDIOS | SEPT 2020 TO OCT 2020

- Wrote the main story beats for [Time Tails](#), an educational game backed by the U.S. Department of Education.
- Collaborated with other writers and developers of all disciplines to develop the main story.
- Corresponded with Game Lead on any editing or clarity needed for the main plot.
- Promoted Kickstarter campaign through various social media outlets.

### QA TESTER I | BIG HUGE GAMES | FEB 2019 TO DEC 2019, APR 2020 TO DEC 2020

- 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 50<sup>th</sup> 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](#).