Harrison G. Pink

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OBJECTIVE

Award winning game designer with over a decade of experience seeking to further my craft and to contribute my skill sets and design capabilities to creative game development projects and teams.

PROFESSIONAL EXPERIENCE

Blizzard Entertainment - Irvine, California   2017 - Present
Senior Designer – Diablo IV

Hangar 13 Games - Novato, California   2014 - 2017
World Designer - Mafia 3 (2016)
- Responsible for implementing open world combat level design throughout the game world including uniquely themed background activities, set dressing w/ small props, animations etc. as well as combat quality
- Owned a full district of the game (Southdowns), taking it from greybox to completion including building and road placement with an eye towards future open world combat encounters.
- Owned the shops feature, working with art and programming to achieve completion of design.
- Designed, implemented and polished several mission spaces in the "Stones Unturned" DLC story pack.

Telltale Games - San Rafael, California   2011 - 2014
Game Designer - The Walking Dead Season 2 (2014)
- Design lead of Episode 5: No Going Back.
- Responsible for working with the Writer and Director to provide a compelling, satisfying finale episode to Season Two.
- Designed, documented and assisted execution of all interactions throughout the episode with an emphasis on satisfying player agency.
- Ensured player / avatar motivation parity.

Lead Game Designer & Co-Creator - Tales from the Borderlands (2013-2014)
- Established the project pillars, vision, season story, characters and arcs for an entirely new IP.
- Led the design of the first episode in order to establish the template for the remaining episodes of the season.
- Worked closely with concept team to create the visual design of the main cast.
- Created season character arcs, personality and psychological profiles for the main cast.
- Worked closely with the license-holder (Gearbox Software) to ensure cohesion with the established *Borderlands* universe and vision.
- Acted as the creative team representative / liaison to the executive staff, pitching design and story arcs for the project.
- Designed and prototyped completely new interactive mechanics unique to the IP and Telltale.
- Responsible for effective communication, on boarding and scheduling throughout the creative team, including outlining revisions based on executive feedback.

Game Designer - The Walking Dead: 400 Days (2012-2013)
- Worked with a small team including the Director and 5 writers to create unique DLC for The Walking Dead Season 1.
- Responsible for keeping the five short-form stories mechanically cohesive.
- Prototyped, coded and implemented completely new mechanics.

Game Designer - The Walking Dead Season 1 (2011-2012)
- Design lead of Episode 3: Long Road Ahead.

- Worked with the Writer and Director to create the episode story based on the source material (The Walking Dead graphic novel by Robert Kirkman).
- Responsible for creating a compelling, well paced narrative player experience.
- Designed, documented and assisted execution of all interactions throughout the episode.
- Ensured player / avatar motivation parity.

Thrust Interactive - Atlanta, Georgia   March - June 2011
Creative Team Lead
In addition to the Game Designer responsibilities below.
- Leadership position managing a team of 4-5 artists and designers across various projects.
- Ensure adherence to both company quality standards as well as multiple projects unique requirements.
- Set schedules, milestones and deliverable dates for creative elements and continue to support and direct team members during the development process.

Thrust Interactive - Atlanta, Georgia   2008 - 2011
Game Designer
- Write and maintain revisions to all design documents ensuring documents including customer requirements, concept flowcharts, game mechanics and project scope.
- Design and create game content including mini-games, map layouts, levels, quest trees, dialogue and game play statistics.
- Serve as the project liaison to define requirements from clients and to translate them into technical specifications for the dev teams.
- Proactively serve in a per-project Producer role. Communicate client requirements, meetings and deliverable dates. Manage development team, remove blockers and prioritize features.

References available upon request

SOFTWARE SKILLS

- Unity
- Adobe Suite *(Photoshop, Illustrator, Premiere, etc.)*
- Version Control *(Perforce, etc.)*
- Maya
- Bug Tracking *(Bugzilla, Jira, TestTrack, etc.)*
- LUA
- 3d Studio Max
- Visual Scripting / Blueprint / Kismet
- C#

EDUCATION, ACHIEVEMENTS & COMMUNITY INVOLVEMENT

- **Savannah College of Art & Design** • BA in Interactive Design & Game Development • Cum Laude
- **Recipient of the SCAD40 Prize** • 2019
- **Southern Interactive Entertainment & Game Expo (SIEGE) 2009 - 2011**
    • Director of Expo Services.
- **Experienced public speaker (GDC / PAX / Gen Con / SXSW / E3 / SIEGECon)**
    • Subject matter expert on narrative game design and increasing the emotional investment of the player.