

SYDNEY ADAMS

Game Designer

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LinkedIn
Portfolio

ABOUT ME

I am a game designer with a strong storytelling background and a lot of creativity.

I'm looking for an opportunity to challenge myself in the fields of game design and interactivity.

I became a game designer after working with a lot of children, and seeing the impact games had on their development well into teenhood. I want to make sure the games of the future generation are filled with diversity, and compelling, motivating stories that inspire them to be better.

AWARDS & EXHIBITS

2017 Arcade Selection
Brooklyn Gamery Game Devs of Color Expo

2017 DICE Scholar Awardee
Academy of Interactive Arts and Sciences Foundation
WomenIn Scholarship

Arcade Selection 2017, 2016
Parsons School of Design Playtech,

Dean's Merit Scholarship, 2016
Parsons School of Design

Organisations and Volunteering

International Game Developers Association Member

2016 Indiecade EAST Technical Volunteer
- Assisted convention at MoMa with handling press inquiries
- Set up beta VR exhibits for Sony and Vive equipment
- Managed the Digital Learning Suite, showcasing game designers

SKILLS

TECHNICAL:

UNITY 2D/3D, Unreal Engine
C#, C++, HTML & CSS,
Photoshop, Illustrator,
After-Effects

INTERPERSONAL:

COMMUNICATION,
LEADERSHIP, CREATIVITY,
TEACHING, TEAMWORK,
ORGANIZATION

EDUCATION

Parsons School of Design 2016-18
Design and Technology MFA

Stony Brook University 2015
Bachelors of English with Honors
Cum Laude

ONLINE

 [linkedin.com/in/sydneyaadams/](https://www.linkedin.com/in/sydneyaadams/)

 portfolio.newschool.edu/adams012/

REFERENCES

Michael Zyda
Director USC GamePipe Laboratory of Computer Science
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EX AREAS OF EXPERTISE

■ Game Design

■ Interactivity Design

■ Narrative Design

EMPLOYMENT

CURRENT POSITION

Game Master Jan 2017-Current
Escape Games NYC

Conducted room escape games with live users solving physical puzzles involving sensor triggered mechanics. Redesigned difficulty of puzzles based on user testing, using Arduino and Raspberry Pi for player interactions.

Game Designer/Site Producer Jan 2017-Current
Parsons School of Design

Organized the collaboration between Parsons grads and LCCS elementary school students in VR Storytelling Program to create games based off of the kid's stories. Maintained and managed deadlines, resolved conflicts, and did game design for "Weeping Melody," which included game design, level design, sound design, and game mechanics, using Unity 3D.

Immersive Storytelling 2017
Stage Manager

Provided organizational support to the stage crew and AV technicians. Set up and tested VR equipment, and coordinated with speakers to present a VR panel and exhibition.