

# HANNA RICHARDS

## ESSENTIAL SKILLS

Flexible  
Organized  
Passionate  
Quick Learner  
Collaborative  
Written & Verbal Communication

## Game Designer



### PROFILE

Game Designer,  
pursuing opportunities in:

*Level/Set Design  
Mechanics Design  
Narrative Design  
Content Design*

### CONTACT

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PORTFOLIO:  
<https://hannarichardsportfolio.weebly.com>

### REFERENCES

**Matthew Marquit**  
Game Instructor  
University of Advancing  
Technology  
[mmarquit@uat.edu](mailto:mmarquit@uat.edu)

**Bree Erickson**  
Fullfilm Operations  
Manager  
University of Advancing  
Technology  
[berickson@uat.edu](mailto:berickson@uat.edu)

## EXPERIENCE

### Dungeon Xpress - Lead Designer

- Created tasks for all designers and collaborated with other team leads
- Tactical, Competitive, Social Deduction, Dungeon Crawler
- Designed the Systems, Characters, Level, and Audio
- Enhanced my Time Management, Leadership and Teamwork Skills
  - Learned to work with character concept artists and be a leader and mentor for all designers on the team

### Galaxy Liberators - Co-Creator / Designer

- Developed and designed gameplay, story, and visuals for a board game
- Free-for-All, Strategy, Race to the End
- Worked on Content, Narrative, and UI Design
- Enhanced my Creativity and Collaboration Skills
  - Innovated within the "Race to the End" genre, learned how to creatively combine mechanics to create a more engaging experience

### Dust Echoes - Creator / Gameplay & Level Designer

- Developed and Completed the Entire Project for a Week-Long Game Jam
- Horror, First-Person, Puzzle, Memory
- Designed & Visual Scripted the Levels and Gameplay Mechanics
- Enhanced my Mechanics Design, Visual Scripting, and Unreal Engine Skills
  - Learned many new techniques that improved my understanding of visual scripting and how to take base scripting concepts and change them to work how I wanted

## EDUCATION

### University of Advancing Technology

- January 2021 - December 2023
  - Bachelor of Arts in Game Design
  - Bachelor of Arts in Game Art and Animation

## ACHIEVEMENTS

### STEM FUSE Certificate of Excellence

- U.S. and International Fall 2017 Stem Fuse Got Game Competition

### State of California Senate Certificate of Recognition

- Got Game National Game Design Competition Honoree

## SKILLS & SOFTWARE

- Well-Versed in Game Development & Authoring Documentation
- Solid Understanding of Design Pre-Production
- In-Engine Level & Set Design Experience
- Strong Team Collaboration Skills

### Industry Related Software:

- Unreal Engine, Unreal Tournament Editor, Construct 3, & Unity
- Photoshop & Illustrator
- Procreate