

Dakota Williams

Westfield, NJ 07092

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Portfolio | Linkedin

Project Development Attributes

Game Design Skills: Basic knowledge of documentation, Unity, Unreal, Maya and QA procedures

Strong Communicator: Understands the importance of communication and can communicate across disciplines

Collaborative: Enjoys supporting others and sharing ideas, critiques, and successes

Flexible: Able to adapt well to shifting priorities and new directions; understand that change is a constant norm

Scrum Certified: A certified expert in the agile style of development known as Scrum

Skills

● Unreal Engine	● Notion	● Adobe XD
● Unity	● Trello	● Microsoft Suite
● Game Maker	● Adobe Photoshop	● Git
● Maya	● Adobe Illustrator	● Game Documentation

Experience

Team Sometimes Y, Westfield, NJ

May 2020 - March 2024

Part of You

Lead Designer of Systems/Mechanics/Content, Product Owner, Producer, 2D Artist, Writer

- Self Published a Puzzle Adventure game in Unreal Engine on Steam.
- Outlined and designed core systems of swapping and manipulating body parts.
- Designed and tested the game's puzzles and main progression.
- Defined and created a striking 2D art style and designed over 100 characters.
- Wrote, edited, and implemented character dialogue.
- Built and managed a team of 15 developers.
- Designed Menus, Ui, and textbox.
- Coordinated, designed, set up and maintained a booth at Pax East 2022 & 2024.

Team Sometimes Y, Westfield, NJ

August 2023 - Dec. 2023

I Have No Nose and I Must Climb

Lead Designer of Systems/Mechanics, Product Owner, Level Designer, Producer

- Conceptualized, designed, and launched a 2D Precision Platformer in Unreal Engine on Steam.
- Outlined and designed core systems and mechanics of movement.
- Designed and tested level design and systems within the game.

Capture Point Stone, Burlington, VT

August 2019 - June 2020

Box Voyage

Lead Designer of Systems/Mechanics, Product Owner, Puzzle Designer

- Conceptualized, designed, and launched a Puzzle adventure game In Unity on Steam.
- Designed and Tested various puzzles and levels.

Education

Champlain College, Burlington, VT

May 2020

Bachelor's in Game Design