

Carson Hurwitz

Game Designer

Contact

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carson-hurwitz](http://www.linkedin.com/in/carson-hurwitz)

Skills

- Game Engines
 - Unity
 - UE4
- Programming
 - C#
- Version Control
 - GitHub
- Agile Development
 - Jira
 - ClickUp
 - HacknPlan
- Adobe Suite
 - Illustrator
 - Photoshop
 - Audition
- Microsoft Office

Education

- Indiana University
 - [B.S. in Game Design](#)
 - 3.8 GPA

Game Design

- Wrote hundreds of pages of game design documentation detailing systems, mechanics, narrative, art styles, UI/UX designs, and sound/music styles.
- Designed supernatural detective abilities and a clue system for *The Shadows That Linger*, as well as developed its theming, characters, and central plot.
- Was a winner of the 2019 IU Media School game pitch competition.

Project Development

- Efficiently collaborated within agile teams for ~3 years.
- Led college capstone project of 10 students to develop *The Shadows That Linger*.
- Utilized feedback to improve various UI formats for games of diverse genres.
- Identified countless bugs while playtesting.

Technical Proficiency

- Employed internal design tools to fill out data for numerous game objects.
- Proposed animation, camera, and design solutions that helped fix a persistent character movement bug.
- Designed hundreds of sound effects for games and an award-winning audio play.

Work Experience

Game Designer | [HiDef, Inc.](#) | Feb '22 – present

- Shape and improve features for a new, genre-defining IP with unique design challenges.

Game Designer | [Protagonist Games, LLC](#) | Jul '21 – Feb '22 | Former Designer Intern

- Worked with Senior Designers, composed various design documentations, conducted research on specific subject matters, outlined and implemented data, played builds and provided constructive feedback, and consolidated feedback to prioritize changes.

Game Designer / Producer | [Crimson Ink Games LLC](#) | May '19 – Jul '21

- Managed GDD, designed mystery-solving features, upheld game's vision, and oversaw development team for *The Shadows That Linger*.

Counselor | [IU Game Development Camp](#) | Jun '19, Jul '20, Jun '21

- Trained campers ages 11-18 in manipulating and building interactivity for 3D objects and environments with UE4, as well as developing 2D games using Construct 3.

Teaching Assistant Intern | [Mason Game & Technology Academy](#) | Jul '19

- Instilled core concepts of game design in students ages 9-12 and taught them how to use Unity to create their own games.