

# Carson Hurwitz

## Game Designer

### Contact

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carson-hurwitz

### Skills

- Game Engines
  - Unity
  - UE4
  - Twine
- Programming
  - C#
- Agile Development
  - ClickUp
  - Jira
- Adobe Suite
  - Illustrator
  - Photoshop
  - Audition
- Microsoft Office
- Audio
  - FMOD
  - Logic

### Education

Indiana University

- **B.S. in Game Design**
- 3.8 GPA
- High Distinction
- Phi Beta Kappa
- Academic Honor Society
- Founder's Scholar
- Executive Dean's List

### Organizations

- Gamedev@IU
- Gamers' Guild

## Game Design

- Designed supernatural detective abilities, energy economy, and clue system for *The Shadows That Linger*.
- Wrote a branching narrative with 8 unique endings for *The Widower*.
- Developed theming, characters, and central plot for *The Shadows That Linger*.
- Successfully pitched *The Shadows That Linger* to a panel of game industry veterans at the 2019 IU Media School Shark Tank game design pitch competition.

## Project Development

- Led college capstone project of 10 students to develop *The Shadows That Linger*.
- Created and managed a comprehensive game design document detailing systems, mechanics, narrative, art style, UI/UX designs, and sound/music style for *The Shadows That Linger*.
- Improved dialogue format based on playtester feedback and identified numerous bugs while performing regular QA for *The Shadows That Linger*.

## Technical Proficiency

- Engineered immersive adaptive music for *The Widower*.
- Designed dozens of sound effects for *The Shadows That Linger* and *The Widower*.
- Rebuilt *The Widower* in Unity after creating the game in Construct 3.

## Projects & Experience

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

- Work with Senior Designers, compose various design documentations, conduct research on specific subject matters, outline and implement data, play builds and provide constructive feedback, and consolidate feedback to prioritize changes.

**Game Designer / Producer** | [The Shadows That Linger](#) | May '19 – Jul '21 | **Capstone**

- Narrative-driven point-&-click mystery game where you solve a murder by channeling your crystal ball to learn from ethereal shadows.

**Solo Developer** | [The Widower](#) | Apr – May '19 | **Prototype**

- Choose-your-own adventure thriller game where you unravel alternate realities to unmask an evil entity.

**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.