AIMI WATANABE

Hello, my name is Aimi and I'm a mid-level game designer with 5 years of industry experience in the MMORPG genre, including an early access release on Steam. I have a Bachelors Degree in Brain and Cognitive Sciences from MIT and studied Game Development at the Academy of Art. My technical background and broad experience in psychology research helps me to innovate on creative solutions for design needs. In 2020, I placed as runner-up for Game of the Year at the Rookie Awards.

EXPERIENCE

— NARRATIVE DESIGNER I, INTREPID STUDIOS; SAN DIEGO, CA —
JAN 2025 - JAN 2026 (1 YEAR 1 MONTH)

I planned narrative content to support 4 zone expansions in a live-service open-world MMO. I authored quests, scripted events, dialogue, and player interactions on missions, including a rewrite of the player onboarding experience. I designed cosmetics skins and wrote accompanying copy for the in-game store.

— GAME DESIGNER, INTREPID STUDIOS; SAN DIEGO, CA —
SEPT 2021 - DEC 2024 (3 YEARS 3 MONTHS)

On the Narrative and Lore team, I championed the narrative event system from its research phase through paper design and proposal. During prototyping, I guided the development of implementation tools in Unreal Engine 5, collaborated in writer's sessions to shape story direction, and iterated on how those narratives were realized in gameplay. Following narrative and engineering team reviews, I authored dynamic content for the Alpha 2 playable. I was also responsible for designing and writing for monthly cosmetic sets.

— JUNIOR GAME DESIGNER, INTREPID STUDIOS; SAN DIEGO, CA —
AUG 2020 - OCT 2021 (1 YEAR 3 MONTHS)

Joining just prior to the production phase for the AlphaOne release of Ashes of Creation, I designed Points of Interest, Quests, and Encounters, then implemented the core content in preparation for the preview.

— GRADUATE STUDENT, ACADEMY OF ART UNIVERSITY; SAN FRANCISCO, CA —
FEB 2018 - AUG 2020 (2 YEARS 7 MONTHS)

As a graduate student in the game development program, I trained with industry professionals on standard practices for creating games. On the design track, I mastered foundational skills in rapid prototyping, combat, and level design as well as UI/UX and animation as part of the curriculum.

— RESEARCH ASSISTANT, UC BERKELEY; SAN FRANCISCO, CA —
DECEMBER 2015 - MAY 2017 (1 YEAR 6 MONTHS)

I researched neuroimaging techniques at the Wilson lab to investigate the role of sleep in memory and cognitive performance.

SAN DIEGO, CA   aimi@meta4.org   www.portfolio.meta4.org