
AIMI WATANABE

GAME DESIGNER

Hello, my name is Aimi and I'm a mid-level game designer with 3 years of industry experience, including 1 alpha release in the MMORPG genre. I have a Bachelors in Brain and Cognitive Sciences from MIT and studied Game Development at the Academy of Art. My technical background and broad experience in cognitive research helps me to innovate on creative solutions for design needs. In 2020, I placed as runner-up for the Game of the Year at the Rookie Awards.

EXPERIENCE

– GAME DESIGNER, INTREPID STUDIOS; SAN DIEGO, CA –
SEPT 2021 - PRESENT (2 YEARS 8 MONTHS)

On the Narrative and Lore team, I championed a core system from its research phase through paper design and proposal. While prototyping, I guided the development of implementation tools in UE5. After getting sign on from the narrative team, I wrote dynamic and engaging content for the Alpha2 playable build. I was also responsible for designing and writing lore 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, Encounters, and Population, then implemented the core content in preparation for the preview. As the design owner on the creature design pipeline, I provided feedback for the VFX, Audio, and Animation teams. I wrote dialogue and assigned rewards on the main story quests, which guided player progression from levels 1 to 15.

– 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 developed 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)

As a research assistant in the Department of Psychology, I studied neuroimaging techniques at the Wilson lab to investigate the role of sleep in memory and cognitive performance.

MIT, CAMBRIDGE, MA – BS, 2011