

Aimi Watanabe

Hello! I am a game designer.



portfolio.meta4.org



aimi@meta4.org



@glicness

Experience

JUNIOR GAMEPLAY DESIGNER

INTREPID STUIOS

SAN DIEGO, CA

AUG 2020 - CURRENT

- Create and maintain design documentation, including feature specification and implementation guidelines.
- Implement, balance and bug fix gameplay features.
- Collaborate with the team to ensure the implementation of systems into actual gameplay maintaining the overall balance between multiple gameplay systems

LAB ASSISTANT II

UC BERKELEY PSYCHOLOGY DEPARTMENT

BERKELEY, CA

DEC 2015 - JUNE 2017

Assisted in developing research and technology for DARPA defense operations using Virtual Reality gaming. Provided neuroimaging data, conducted memory tests on human subjects, and trained undergraduate students.

Projects

COMBAT DESIGN FOR STRONGHOLD GAMES

HAZEL

SEP 2019 - MAY 2020

Documented, implemented, and scripted game designs for action platforming game. Led decisions on player control mechanics. Gained studio experience by completing a game production cycle. Helped new students get started on the project. Completed tasks according to waterfall/agile.

DESIGNER FOR MOBILE GAME

MONOLIT

FEB 2020 - MAY 2020

Wireframed player flow diagrams and prototyped interface. Created 2D graphics for user interface. Completed tasks according to agile workflow. Published game to Google Play Store. Received Finalist Award for Game of the Year from the Rookies Contest.

Distinctions

Game of the Year Runner-Up -- Rookie Awards 2020

Placed 7th Overall -- IGDA x Core Summer Festival 2020

"Visualizing the Human Connectome"

Published in NeuroImage, 14 October 2013, Volume 80

Honorable Mention for Outstanding Research MIT 2010

Education

MFA IN GAME DESIGN

ACADEMY OF ART UNIVERSITY

SAN FRANCISCO, CA

FEB 2018 - PRESENT

BS IN BRAIN AND COGNITIVE SCIENCES

MIT

CAMBRIDGE, MA

SEP 2007 - JUN 2011

Skills

Game Design

Writing Game Design Documents

Mocking up Design Specs

Wireframing and Prototyping

Blocking out Levels

Testing Player Metrics

Task Management

Tools

Game Development Tools

Unreal

Unity 3D

Core Engine

Maya

Adobe Illustrator

Adobe After Effects

Languages & Programming

English (Writing and Research)

Japanese (Colloquial)

Python, C#, lua, bash scripting