

**DOUGLAS LYNN**  
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## DEVELOPMENT SKILLS

**Writing:** Design Documentation, Scriptwriting, Creative Nonfiction, Thematic Essays, Editing, other forms  
**Design:** Game Mechanics, Levels, Puzzles (single and co-op), Game Elements & Statistics  
**Engineering:** Scripting & Prototyping, High-Level Programming  
**Art:** 3D Modeling & Animation, Texturing, Conceptual Sketches, 2D Animation & Photo Editing

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## TECHNICAL KNOWLEDGE

- **Digital Video Editing:** Adobe Premiere CC, Final Cut Pro, iMovie, Windows Movie Maker, and others
- **3D & 2D Art:** Autodesk Maya 8.0-2015, Adobe Photoshop (CC, Elements)
- **Website Editing:** Microsoft FrontPage, Webs.com, and HTML
- **Scripting/Programming:** Unity 5, *Unreal 3* (Kismet), Virtools 4.0, C#, C++, Python, DirectX 11
- **Audio Editing Experience:** GarageBand, Soundtrack Pro, Audacity, and others
- **Bug Tracking/Reporting:** Trello, Google Drive, proprietary tools
- **Documentation and File Management:** Microsoft Office Suite, Tortoise SVN, Git

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## ACCOMPLISHMENTS

- **Academic:** 3.3 Graduate GPA; 3.71 Undergraduate GPA (Magna); High School rank 4 of 304
- **Memberships:** Eagle Scout; *Who's Who* (High School); *National Dean's List*; National Honor Society
- **Events/Awards:** Boys' State (2004); Empire State Games (2002); Science Olympiad; Geography Bee
- **Misc:** Platinum Winner - GDC Narrative Review Program 2013

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## INDEPENDENT PROJECTS

### **A.V. – Unity Game & Narrative, Feb 2015**

- Creative lead for a music-based stealth-puzzle game published on Steam, including Oculus VR support
- Co-ran successful Kickstarter fundraiser, Steam Greenlight campaign

### **Illustrious – Documented Game Design Concept, Nov 2012**

- Designed a 2D touch-screen game representing an abstraction of the “Hero’s Journey”
- Story told almost exclusively through implicit narrative and world design with 14 ending scenarios

### **Project I – Unreal 3 Mod, Apr 2009**

- Designed, boxed, constructed, and scripted final level of a narrative-based puzzle game
- Redesigned and rebuilt initial concept from scratch over 8 week period

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## EDUCATION

**Rochester Institute of Technology:** Rochester, NY  
**M.S. Game Design and Development:** May 2014, 3.3 GPA

**Champlain College:** Burlington, VT  
**B.S. Electronic Game and Interactive Development:** May 2009, 3.71 GPA (Magna)  
Study Abroad: Montréal, QC, Canada; Fall 2007 - Spring 2008

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## EMPLOYMENT HISTORY

### **Nintendo of America (Aerotek), Redmond, WA**

**Jun 2016 – Present**

*Associate Product Tester*

- Game software testing for release in U.S. markets
- Contributions: *The Legend of Zelda: Breath of the Wild*, *Yo-kai Watch 2*, currently-unreleased titles

### **Microsoft (Volt Management Corp.), Redmond, WA**

**Feb 2016 – Jun 2016**

*Xbox Hardware Tester*

- Build Verification, Ad-Hoc, and Reproduction testing and documentation

### **MAGIC Spell Studios, Rochester, NY**

**Oct 2014 – Feb 2015**

*Creative Director, A.V.*

- Co-developed and published game for sale on Steam marketplace