# WILLIAM TUEGEL

**Game Designer, Producer**

Email: wtuegel@gmail.com
Portfolio: williamtuegel.com

## SKILLS

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| Design: | Virtual Reality, Documentation, Rapid Prototyping, Level, Audio, Tabletop |
| Production: | Certified ScrumMaster, Playtesting, Metrics Gathering, Quality Assurance |
| Scripting: | UE4 Blueprint, ActionScript3, UDK Kismet, JavaScript, Lua, C# |
| Engines: | Unreal Engine 4, Unreal Development Kit, Flash, Unity |
| Software: | Perforce, Hansoft, DevTrack, MS Office, Photoshop |

## Work History

**Contract Game Designer, Producer.** "The Courier" – **VR Experience (Unreal 4)**    *Feb 2016 – Aug 2016*
- Gained a team consensus to greenlight one of three design pitches and delivered detailed documentation on experience design and vision
- Investigated applicable combinations of VR headsets, engines, motion tracking, and physical sets
- Delivered VR best practices documentation through research and VRDC conference participation
- Hosted public info session for an audience of 30 interested students, followed by interviews and portfolio reviews of 20 applicants, resulting in successful hiring of 10 interns
- Structured an agile team environment, including product backlog generation, weekly sprint planning, and metrics gathering and reporting

**Lead Game Designer, Producer.** "HIT" – **Thesis Game (Unreal 4)**    *Dec 2013 – Mar 2015*
- Designed and rapidly prototyped a unique feature set under the razor of "social deception"
- Organized and executed public playtests and incorporated feedback to improve user experience
- Lead a design team to execute features in an agile environment informed by playtesting metrics
- Recorded and edited all game audio using sound libraries, foley, voice actors, and composers
- Managed social media campaign towards successful crowdfunding and Steam Greenlight release

**Game Designer, Rapid Prototyper.** "Welcome" – **Prototype and Pitch (Unity)**    *Oct 2013 – Dec 2013*
- Designed and pitched a student thesis project that was green-lit for development by faculty
- Prototyped core gameplay under the razor of "cooperative horror" for public demonstration

**Jr. Systems Test Engineer.** "Call Of Duty: Black Ops II" – **Activision Publishing, Inc.**    *Mar 2012 – Jul 2012*
- Collaborated with leads and fellow testers to accomplish focused product testing
- Maintained, contributed to, and verified quality assurance issues using DevTrack

**Vice President, Committee Chair, Board Member**. "The Mead Family Foundation"    *Jan 2013 – Present*
- Serving as Grantmaking Committee Chair since 2014 and Foundation Vice President since 2015
- Designed and executed successful new processes currently in use for collaborative grant making

## EDUCATION

**Master of Science in Interactive Entertainment**    *Received Apr 2015*
University of Central Florida, Florida Interactive Entertainment Academy
- *Founder, FIEA Improvisational Comedy Troupe for Game Developers*

**Associate of Science in Game Production**    *Received Dec 2011*
The Los Angeles Film School
- *Valedictorian*
- *Alumni Guest Lecturer, June 2015*

**Bachelor of Arts in Film Studies**    *Received May 2007*
Emory University
- Treasurer and Performer, Rathskellar Improvisational Comedy Troupe