

# Jennifer A. Bourke

Game Designer

*Applying a strong sense of aesthetics, interactivity, and simplicity to design attractive products and effective interfaces, and facility with digital asset creation and prototyping tools to develop wondrous worlds filled with incredible friends.*

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- Color
- Concept Art
- Illustration

- HCI Design
- Prototyping
- Animation

- Game Design
- UI Design
- Art Direction

## EDUCATION

**New York University, NYU Game Center**, New York, NY, 2020 - Present

- **MFA in Game Design**, expected May 2022
- Cumul. GPA: 3.52 (of 4.0).
- Relevant Coursework:
  - **Game Design**
    - Developed analogue game prototypes in small teams with a focus on player experience, emergent emotions, and flow
  - **Game Studio**
    - Designed multiple video games and prototypes in the Unity Engine, with a focus on Level Design and User Experience
    - Reinforced knowledge of various plugins and collaborative work

**Rensselaer Polytechnic Institute (RPI)**, Troy, NY, 2016-2020

- **BS in Games & Simulation Arts & Sciences**, May 2020
- **BS in Electronic Arts**, May 2020
- Cumul. GPA: 3.51 (of 4.0).
- Relevant Coursework:
  - **Game Development**
    - Designed 2D and 3D video games for the Unity and Unreal Engine, as well as experimental titles for Twine, Bitsy, and Chrome extensions
  - **Graphic Storytelling**
    - Develop short comics and storyboards in Photoshop to tell engaging stories visually

## PROFESSIONAL EXPERIENCE

### Game Design Intern, Mokuni LLC, March 2021 - Present

- Designed and developed hyper casual mobile video game prototypes using the Unity Engine.
- Worked collaboratively with designers and publishers to develop the best possible project.

### Instructor, iD Tech, Aug 2020 - Present

- Teach small groups of high school students game design and development using Unity Engine 3D
- Instruct in use of Visual Studio and C# to create player controllers and abilities
- Guide students in leveraging ProBuilder to create level design and character models
- Adapt lessons and teaching methods to address different levels of understanding, adding value while minimizing complexity

### C# Programmer and Unity Designer, RPI Business Accelerator, May - Aug 2020

- Developed in Unity one video game prototype each week (8 in total)
- Collaborated with 4 team members to create compelling narrative and level design
- Created C# scripts with other team members for development testing

## SOFTWARE SKILLS

- *Game Engines:* Unity Engine (2D, 3D), Unreal Engine 4 (3D)
- *Digital Assets:* Autodesk Maya (3D), Adobe Photoshop, Adobe Animate (Flash), Adobe Illustrator, Blender, Substance Painter, Adobe XD
- *Game Writing Middleware:* Yarn, Twine, Bitsy
- *Programming:* C#, Python, GitHub source control
- *Productivity:* Microsoft Office, Microsoft Excel, Google Docs, Notion

## PROJECTS, AWARDS & HONORS

- 2020 Hot Seagulls in Your Area (Game and UI designer, C# Programmer, Animator, and Illustrator) - Indie Games Plus Must Play 2020
- 2020 Faire L'Amour aux Plantes (Designer, C#Programmer, and Illustrator)
- 2020 Dames Making Games GDC Convoy Awardee
- 2020 Train Jam Diversity Initiative Awardee
- 2019 Bales of Amber (Designer, Animator, and Illustrator)
- 2019 Xbox "Women in Gaming" Game Changer Scholarship
- 2019 TVGS ProtoStar Game Pitch Grant Awardee
- 2016 Rensselaer Polytechnic Institute Leadership Award

## EXTRACURRICULARS

- NYU Student Council (2020-21)
- NYU Student Showcase Committee (2020-21)
- Radio Host (2016-2020)