

KAT HARDIE

Game Developer

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06. 2019 **FableVision** *Boston, Massachusetts*

09. 2019
Production Intern

During the summer of 2019, I worked at the digital media studio FableVision as a Production Intern. While there, I participated in scheduling, budgeting, and client meetings, conducted background research for games and projects in production, and performed quality assurance testing on prototype, alpha, and beta interactives such as *Keenville*, effectively communicating needed changes and bugs to the appropriate team members using modern project management tools. I also recorded and implemented scratch voice recordings and consolidated/updated important project documents.

06. 2019 **New Artitude Web-based Interactive Comic** *Boston, Massachusetts*

09. 2019
Producer/Programmer/BG Artist

Working with a small team of the other interns, I managed the project, creating schedules for each department, deadlines for deliverables, and organizing meetings for the team. I also helped create the game in Unity, managed the voice over casting and recording, designed the sound and composed original songs for the game, and illustrated a number of backgrounds.

03. 2019 **Crooks of a Feather Board Game**

Lead Designer/Asset Artist

A strategy multiplayer board game where players take on the role of specialized thieves to steal precious artifacts from a museum. On this project, I was the lead designer of the game mechanics and in charge of adjusting game systems to balance the overall gameplay after gathering information from playtests. I also created a number of artistic assets for the game, such as art for cards and tokens. Along with this, I was in charge of formatting all assets for printing, making financial decisions for the team, organizing meetings, and scheduling checkpoints for the project.

11. 2018 **Seaglass Sanctum Tabletop Game Module**

Lead Writer/Designer

I wrote the majority of the main scenario for the Seaglass Sanctum module, designed for the *Glory of Yore* system, both as far as concept as well as the final draft. I was also responsible for balancing enemies and conducting playtesting sessions with my team, as well as some of the creature art assets.



Savannah College of Art and Design

Savannah, Georgia

Major: Interactive Design/Game

Development

Degree: B.F.A.

South Granville High School

Creedmoor, North Carolina

Class Rank: Valedictorian

GPA: 4.00



Autodesk Maya



3DS Max



Unreal Engine 4



Unity



Substance Painter



ZBrush



Adobe Creative Suite

