



## Sable Knight

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**Date of birth:** 03/01/1999 **Nationality:** American, Australian

### WORK EXPERIENCE

[ 01/08/2023 – 31/03/2024 ]

#### Game Designer

##### *Utrecht University*

**City:** Utrecht

**Country:** Netherlands

Designing tabletop games for *Playing with the Trouble*, a research project with the aim of creating a library of games that enable better transdisciplinary collaboration among teams of academics and other societal actors.

- Learned team processes, goals, and resources to synthesize a first draft of a Transformational Framework we could use to guide our processes.
- Created rulebooks, components, and other playable materials for 6 incomplete games the team had conceptualized and/or tested, and have also designed 2 original games to fit the rest of the library.
- Conducted usability tests with individually created forms for each game to make further iterations based on player feedback and observations.

[ 01/08/2023 – 30/09/2023 ]

#### Bike Deliverer

##### *Packaly*

**City:** Utrecht

**Country:** Netherlands

I worked as a bike deliverer for Packaly, delivering items within 40x40x60cm, up to 10kg from stores to customers. I'd only worked for the company for a couple of months before they ran out of viable deliveries to make and stopped operating in the Utrecht area.

- Fietskoerier in Utrecht, delivering packages from Blokker stores around Leidsche Rijn and Kanaleneiland.
- Carried multiple packages up to 10kg in a standard 40x40x40cm bag using my own racing bike. I'm comfortable carrying heavy loads without needing assistance, as in an e-bike.
- Navigated the city using a combination of Google Maps and my memory of areas I'm familiar with.

[ 01/11/2022 – 31/12/2022 ]

#### Assistant Rural Carrier

##### *United States Postal Service*

**City:** North Bend, Washington

**Country:** United States

Delivered mail on ~6 different routes in the North Bend / Snoqualmie area of Washington. I applied during the summer with the intent of working through the fall and winter before moving to the Netherlands, but the hiring process took several months, which I wasn't expecting, hence my relatively short employment there.

- Delivered parcels (boxes) and letters in the town of North Bend, Washington.

- Ordered and loaded 50-200 pieces of mail into a small van for easy delivery.
- Drove in varied weather conditions, managed my own vehicle's mirrors, fuel, tire chains, and more.

[ 01/12/2021 – 31/05/2022 ]

## **Project Assistant**

### ***Atlantic Council***

**City:** Washington DC

**Country:** United States

At the Adrienne Arsht-Rockefeller Foundation Resilience Center of the Atlantic Council, I worked on a variety of projects as a game designer, exploring and practicing new methods of designing games to help people prepare for climate change.

- Created a game to demonstrate how players could learn about and take action on climate resilience for ~50 climate leaders.
- Searched for and synthesized dozens of pages of resources on the use of games for affecting climate behavior. Includes academic articles, studies, and similar projects.
- Found more than 75 grant candidates online and met with several, a few showing promise worthy of consideration for grants.

[ 01/09/2021 – 01/12/2021 ]

## **Young Global Professional**

### ***Atlantic Council***

**City:** Washington DC

**Country:** United States

In this internship, I began most of the projects listed above, when my role transferred into a full-time one as a Project Assistant.

[ 01/04/2020 – 31/08/2020 ]

## **Game Design Intern**

### ***Author Digital***

**City:** Seattle, Washington

**Country:** United States

For Author Digital, I worked primarily on game systems for an unannounced project, writing documentation for systems to be implemented and tested in further prototypes.

- Engaged and contributed to team scrum meetings: planning, discussing risks and assistance in daily scrums, presenting work in reviews, planning interaction improvements in retrospectives.
- Designed and documented new game systems to integrate with pre-existing ones and achieve the intended user experience.
- Met with members of the same and other teams to discuss and plan for limitations with technology and content creation.

[ 01/09/2019 – 30/04/2020 ]

## **Teacher's Assistant for GAM200**

### ***DigiPen Institute of Technology***

**City:** Redmond, Washington

**Country:** United States

I was a Teacher's Assistant for DigiPen's sophomore year, multidisciplinary game project class.

- Consulted for around 10 student teams on game design, development, and team processes.
- Attended milestone meetings, provided presentation feedback.
- Resolved interdisciplinary challenges and interpersonal conflicts.
- Heard and empathized for the difficulties students faced, provided emotional support and suggestions to persevere.

[ 01/05/2019 – 31/08/2019 ]

## **ProjectFUN Lead Teacher, Teacher's Assistant**

### ***DigiPen Institute of Technology***

**City:** Redmond, Washington

**Country:** United States

I worked the summer of 2018 and 2019 as both a Teacher's Assistant and Lead Teacher for game design and programming classes for various age groups, ranging roughly from ~5-18.

- Created game design lesson plans with teaching, play, and projects based on curriculum, supporting multiple levels of understanding.
- Worked with other staff and administrators on daily setup and breakdown of materials, managing extracurricular activities, and sending parents daily announcements through Canvas.

## **EDUCATION AND TRAINING**

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[ 01/08/2017 – 28/04/2021 ]

### **Bachelor of Arts in Game Design**

***DigiPen Institute of Technology*** <https://www.digipen.edu/>

**City:** Redmond, Washington

**Country:** United States

**Field(s) of study:** Game Design

**Final grade:** Magna Cum Laude

## **LANGUAGE SKILLS**

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**Mother tongue(s):** English

**Other language(s):**

**Dutch**

**LISTENING** A2 **READING** A2 **WRITING** A2

**SPOKEN PRODUCTION** A2 **SPOKEN INTERACTION** A2

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*

## **DIGITAL SKILLS**

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### **Game Development**

Unreal Engine 4 | Unity Engine | Source control: Git

### **Programming languages**

C# programming | C++ programming

### **Microsoft Office**

Microsoft Office | Microsoft Word | Microsoft Powerpoint

### **Google Drive**

Google Jamboard | Google Docs | Goolge Slides | Google Sheets

### **Communications and organization**

Slack | Trello | Miro | Ryver

## **HONOURS AND AWARDS**

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[ 25/04/2021 ]

### **Faculty-Selected Commencement Speaker for DigiPen's class of 2021 Awarding institution: DigiPen Institute of Technology**

I was selected from my graduating class by school faculty to give a speech at my school's 2021 Commencement ceremony. They introduce me in the video as Felix, as that was the name I went by at the time.

**Link:** <https://www.youtube.com/watch?v=QYzNjLyHUQ4&t=2072s>

[ 07/05/2020 ] **2020 Student of the year Awarding institution:** DigiPen Institute of Technology

In the [2020 DigiPen Student Life Excellence Awards](#), my peers nominated and voted for me as Student of the Year. The page lists my name as Felix Knight, as this is the name I went by at the time.

**Link:** <https://www.digipen.edu/showcase/news/2020-digipen-student-life-excellence-awards>

## CREATIVE WORKS

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[ 17/06/2021 – 06/04/2022 ] **The Environmental Game Design Playbook (Author)**

I helped write and review the Environmental Game Design Playbook with other members of the International Game Developer's Association's Climate Special Interest Group.

**Links:** <https://igda.org/resources-archive/environmental-game-design-playbook-presented-by-igda-climate-special-interest-group-alpha-release/> | [https://igda-website.s3.us-east-2.amazonaws.com/wp-content/uploads/2022/04/06100719/EnvironmentalGameDesignPlaybook\\_Alpha\\_Release\\_Adj.pdf](https://igda-website.s3.us-east-2.amazonaws.com/wp-content/uploads/2022/04/06100719/EnvironmentalGameDesignPlaybook_Alpha_Release_Adj.pdf)

[ 01/09/2021 – 31/05/2022 ] **Virtual Reality for Global Climate Leadership (Paper Contributor)**

I provided a large amount of research and synthesis, and am acknowledged in the Adrienne Arsht-Rockefeller Foundation Resilience Center's paper on Virtual Reality for Global Climate Leadership.

**Link:** <https://onebillionresilient.org/virtual-reality-for-climate-leadership/>

[ 01/12/2021 – 13/09/2023 ] **Monarch (music release)**

I independently composed, recorded, mixed, and mastered my own single, and released it on Bandcamp.

**Link:** <https://mothmonastery.bandcamp.com/track/monarch>