SABLE KNIGHT (SHE/HER)
USER INTERFACE DEVELOPER

CONTACT

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TEAM SKILLS

• Product ownership
• Team leadership
• Scrum framework
• Presenting to stakeholders

DESIGN SKILLS

• Desk research
• UI wireframing
• Whiteboxing
• Paper prototyping
• Formal usability testing
• Survey design
• Iteration and documentation

EDUCATION

Bachelor of Arts in Game Design
DigiPen Institute of Technology
Graduated April 2021

COMMUNITY

• Commencement 2021
Student Speaker
• 2020 Student of the Year
• DigiPen Wellness Club Leader
• DigiPen Student Ambassador

WORK EXPERIENCE

Playing with the Trouble, Game Designer

Library of >12 tabletop games, interactive meditations
Aug 2023 - March 2024 (present, 9 months)| ~11 person team

• Learned team processes and goals to draft a Transformational Framework we could use to guide our processes.
• Created rulebooks, components, and other playable materials for 6 game ideas the team started developing and testing
• Designed 2 original games with themes to fit the library.
• Conducted usability tests with academics using individual forms created for each game to make further iterations based on player feedback and observations.

Arsht-Rock Resilience Center, Project Assistant

UE4 demonstration game, VR research, workshops dev grants
Sept 2021 - June 2022 | ~7 person team

• 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.

AuthorDigital, Game Design Intern

Unannounced Project
May 2020 - Aug 2020 | ~13 person team

• 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.