

# Rachel Moeller

## Senior Game Designer

[rachelpmoeller@gmail.com](mailto:rachelpmoeller@gmail.com) | [www.rachelparrishmoeller.com](http://www.rachelparrishmoeller.com)

## Work Experience

### Question Games

#### Senior Game Designer

Remote

October 2019 - Present

- Implemented level and mission content for South Park: Snow Day from ideation to launch. Built macro combat content tools for other level designers and manager blueprints for rolling the randomized sections of missions.
- Implemented and shipped post launch optional difficulty modifier curses and missions for The Blackout Club: PJ Party, Trace Race, and Shadow People.

### Haiku Games

#### Game Designer

Remote (NYC Based)

June 2017 – March 2020

- Shipped mobile adventure game titles - Adventure Escape: Haunted Hunt, Adventure Escape Mysteries (AEM): Cursed Crown, and AEM: Trapmaker 2, AEM: Pirate's Treasure, and AEM: The Covenant.
- Designed engaging puzzle and quest content introducing a new spell mechanic for Cursed Crown, a new shapeshifting system for Haunted Hunt, and a branching character sacrifice system for The Covenant.
- Crafted character dialogue, world lore descriptions, and player facing in-world error messages. Wrote, designed, and iterated each game world from conception to release.
- Collaborated with artists, engineers, and producers; Wrote design documentation for external teams.

### CMU Human Computer Interaction Institute

#### Game Designer

Pittsburgh, PA

Summer 2016 – May 2017

- Rapidly prototyped 5 games in Unity (C#). Polished and iterated a 2D racing game with integrated Twitch audience participation.

### Games Research Assistant

Fall 2015 – Summer 2016

- Researched AAA playtest methods to create, test, and hold a series of workshops teaching efficient playtesting.

## Education

### New York University

2017 - 2019

#### M.F.A Game Design

- Thesis Game: Phantom – 3D single player, console/PC, 10-15 minute, exploration murder puzzle game built in UE4. Role: Narrative and Level Designer, Programmer, and UI Artist on a team of 2.

### Carnegie Mellon University

2013 – 2017

#### B.F.A. Art, Minor in Game Design

- Game Creation Society President 2015 – 2017.
- Senior Showcase Game: Devil's Diction - Isometric, PC, single player, hour long, Americana themed, quest driven adventure game with 700+ lines of dialogue. Built in Unity (C#). Programmed custom JSON importer to read Twine files as branching dialogue.

## Skills

- **Game Engines/Toolsets:** Creation Kit, Unreal Engine 4, Unity, Twine
- **Languages:** C#, Blueprints, Papyrus, JSON, C, Javascript
- **Software:** Photoshop, Maya, Substance Painter, Substance Designer, Adobe Premiere, Google Suite, Microsoft Office
- **Dungeon Master:** (D&D 5e and self-made RPG system).

## Awards

- 2018/2019 AIAS Foundation WomenIn DICE Scholar
- 2019 GDC Game Narrative Review Gold Award for "Dishonored 2: Levels as Character Design"
- 2017 Microsoft Women in Gaming Game Changer
- 2016 Pittsburgh IGDA Global Game Jam Jammer's Choice Winner (Game Designer and Animator)