

BONNIE HARRIS-LOWE

Game Designer & Narrative Designer

E: bonnie.harris.lope@gmail.com | Portfolio: bonniehl.com | Blog: mixed-reviews.net

Profile

Detail-oriented game designer specializing in interactive storytelling and systems design. Adept at working independently and within teams to create emotionally driven narrative experiences. Determined to tell underrepresented stories through compelling design and intricate narratives focused on the complex beauty of the human condition.

Skills & Technology

Unity
Unreal Engine 4
Adobe Premiere Pro & Photoshop
Video Editing
Perforce & GitHub
Project Management
Agile Methodologies
Qualitative Research
Public speaking

Education

Master of Fine Arts (2020)

Interactive Media and Games

University of Southern California
Los Angeles, CA

Bachelor of Arts (2017)

Media Arts, Magna Cum Laude

University of South Carolina
Columbia, SC

Experience

Game Designer & Narrative Designer – 09/2020-Current

Wildseed Games – San Francisco, CA

- Designed and implemented foundational systems for a genre-bending IP
- Lead design workshops and onboarded new team members
- Developed narrative strategy and character evolution models; wrote coinciding character backstories and branching dialog
- Created detailed reference materials including design documents and wireframes
- Collaborated across departments to convey the game's vision through systems design, narrative, animation, and branding
- Coordinated efforts with external collaborators

Creative Director – 05/2019 – 05/2020

USC – Los Angeles, CA

Parallel – 3D Action Platformer (PC) – Featured at USC Games Expo 2020

- Developed a concept that explores family, trauma, and coming of age in uncertain times through the ability to instantly switch worlds
- Designed narrative and game flow, created all SFX, and directed implementation
- Recruited and lead a team of 20 to build an intuitive, visually rich, and emotionally resonant game

Gameplay Designer – 06/2018-05/2019

USC – Los Angeles, CA

Teddie & I – 2.5D Puzzle Horror Game (PC & PS4) – Featured at USC Games Expo 2019

- Devised environmental puzzles and created blockouts in Unreal Engine
- Created innovative mechanics utilizing an AI companion
- Collaborated with narrative designers and artists to ensure a cohesive world

Co-Director/Level, Narrative, & Sound Designer – 08/2018-12/2018

USC – Los Angeles, CA

Arc of Iris – 3D Puzzle Game (Android) – Featured at Indie Bits 2019

- Designed levels in Unity using color change as the core mechanic to navigate a responsive environment
- Composed a story of jealousy, betrayal, and acceptance based on the Greek myth of Iris and Arke
- Created and implemented a layered environmental soundscape of the realms of Hades using Unity's audio engine

Writer – 09/2017-12/2018

USC Los Angeles, CA

The Distance – 2D Co-Op Puzzle Platformer (PC) - Featured at IndieCade 2018

- Captured the challenges of long-distance relationships via poetic storytelling from two perspectives
- Recruited, organized, and directed voice actors
- Worked closely with director to inspire intimacy through co-op play