

# Trystin Rosenberger

## Game Design Student

Current video game design student with a passion for game design and writing, I have been actively writing for the past ten years, both alone as well as with others. I have skills in various different computer software programs (such as Unity, Photoshop, and Maya), as well as web design experience with coding such as HTML/CSS and PHP/MySQL.

## Projects

### **Let the Ghost Out! (PC) 2017-2018, 3 Months**

*Unity Engine, C#*

**Team Size:** 1

**Roles:** Project Manager, Narrative Designer, Systems Designer, Level Designer

### **Chasing Shadows (Mobile) 2018, 6 Weeks**

*Unity Engine, C#*

**Team Size:** 9

**Roles:** Narrative Designer, Game Writer, Cinematics Designer

Writing samples provided upon request

## Education

### **2013 - Northern Alberta Institute of Technology**

*Edmonton, AB, Canada*

- Digital Media & IT Program

#### **Accomplishments:**

- Dean's Honour Roll (2013-2014)

### **2015 - Chung Yuan Christian University**

*Taoyuan City, Taiwan*

- Mandarin Chinese

### **2017 - Edmonton Digital Arts College**

*Edmonton, AB, Canada*

- Video Game Design Program

## Experience

### **2012 - Cashier**

*Andy's IGA*

- Experienced customer service when working alone or with others
- Learned new tasks quickly and had ability to follow instructions
- Able to work under pressure and problem solve when issues arose

## Volunteer Work

### **2014-10 Teacher's Assistant**

*Girl Guides at NAIT*

- Assisted teacher with teaching multiple animation classes
- Answered questions and provided help when requested

## Interests

Reading and writing, video game design and development, having opportunities to learn new things, and character/world lore development and creation.

## Personal Info

### **Phone**

(780) 709-4849

### **E-mail**

trystinr@obsidian-silhouette.com

### **LinkedIn**

linkedin.com/in/trystinrosenberger

### **Portfolio**

www.obsidian-silhouette.com

## Skills

10 years writing experience

Passionate about game narrative

Creative character and lore creation

Ability to work well alone or in a team

Excellent communication ability

Ability to meet deadlines

Ability to work under pressure

Ability to follow instructions

Experienced problem solving

Proficient organization skills

Experience in cultural diversity

Motivated and punctual

Can learn quickly with experience

## Technical

**Languages:** C#, HTML, CSS, PHP

**Software:** Celtx, Unity, Visual Studio, Microsoft Office, PhotoShop, GIMP, Autodesk Maya, ZBrush

**Writing:** Experience writing stories alone, as well as co-operative writing with 5+ people at once.

**Other:** Experience working on games alone, as well as with teams up to 9 people, with both programmers as well as artists.