

Tristan Row

Game Designer and Storyteller

East Coast, United States | 978-732-4090

tristanrow19@gmail.com | www.linkedin.com/in/tristan-row/ |

<https://iamtheooga.wixsite.com/tristanrow>

Profile:

A passionate game designer and storyteller, graduated from Champlain College with excellent academic achievements and strong creative spirit and vision. Possesses strong communication, documentation and coordination skills, and is fully fluent in English. Has experience with all aspects of game design with an aptitude for narrative design, systems design and encounter design, including working to spec and within scope. Passionate about creating engaging experiences that bring fun, horror, laughter, and all the rest.

Skills:

Technology	Unity; GameMaker Studio 2; Maya 3D; Substance Painter 3D; Javascript; C++; Adobe Illustrator; Visual Studio; Adobe Photoshop; Git; Google Suite; Krita, Unreal Engine 5; Wikidot
Methods	Brainstorming; Agile & Scrum development process; Kanban; Version Control; Visual Design Documentation; Remote Working; Transmedia Storytelling; Rapid Iteration; Waking up early; Proofreading
Expertise	Experience Design; Game Design; Systems Design; Narrative Design; Enemy & Encounter Design; Level Design; Worldbuilding; Horror; Tabletop Design; Dialogue; Writing; Prose; Game Balancing; Comedy

Work Experience:

Narrative Designer for Kessler Syndrome

Sorry Chair Productions, Burlington VT

January 2023 - May 2023

- Onboarded onto a team to create narrative assets and elements that fit the pre-existing structure.
 - Worked closely with other disciplines to build ambiance and tone.
 - Contributed to systems and level design in order to facilitate narrative with gameplay.
 - Wrote lore, dialogue and the narrative arc for the entire game.

Game Master for Breakout Games

Breakout Games, Marlborough MA

June 2023 - Present

- Provide an entertaining and engaging experience for guests, both in and out of the escape room.
 - Provide hints and clues when prompted that aid the guests without spoilers or railroading.
 - Maintain focus and attentiveness to guests needs and mood.
 - Work to maintain, clean and customize the escape room and associated experience.

Designer for Scrapperjack

Team Crooked Finger, Burlington VT

September 2022 - December 2022

- Designed gameplay systems, level layouts, UI and game narrative.
 - Took the game to QA testing and fine-tuned it according to feedback results.
 - Worked closely with other disciplines and teammates to ensure a strong shared vision.

Game Design Summer Camp Counselor

Champlain College, Burlington VT

June 2022- August 2022

- Assisted in supervising, organizing and coaching high schoolers aspiring to work in the gaming industry, led and assisted in various activities, outings and games.

- Collaborated with a team in order to maintain structure and an enjoyable, organized experience.

Game Economy Designer for PigPig

Team PigPig, Remote

May 2023 - August 2023

- Created economy and progression guidelines and formulas for an incremental game.
- Designed units, milestones and scaling of all in-game variables.
- Worked with a large interdisciplinary team to keep within scope and integrate assets created by others.

Instructor for Playwell Technologies

Playwell Technologies, Arlington MA

July 2025 - Present

- Teach students of all ages engineering principles through hands-on experimentation.
- Provide both an entertaining and educational experience to students during hour-long classes.
- Maintain an organized classroom while attending to student's needs.

Education:

Champlain College, Burlington, VT

Bachelor of Science Degree in Game Design, Minor in Interactive Narrative, Graduated May 2023

- Champlain Tabletop Games Club Member & Contributor, volunteer position.
 - Summa Cum Laude; Dean's List for 6 Semesters, President's List for 2 Semesters.
 - 3 years of Game Development experience, both solo and as part of a team.
 - Studied various Game Design and Writing disciplines, such as level design, transmedia storytelling, narrative structures, interactive narrative, systems design and ludology as well as ecological studies and mathematics.
-

Hobbies:

Tabletop Role-Playing Games

- Have created, ran and completed three separate year-long custom campaigns as Gamemaster with a group size of up to six other people.
- Currently running a game with a fully custom setting, enemies, mechanics, story and content for approximately two years.
- Responsible for coordinating the group's scheduling, addressing issues respectfully and responsibly, providing clear information and resources, encouraging creativity and building off of my players' strengths and creating opportunities for them to affect the narrative as much as possible.
- Familiar with a variety of different systems and creating custom content for such.
- Have played in various campaigns as well, taking opportunities to push deeper into the narrative and provide character interactions with other players without disrupting gameplay.

Reading

- Interest in a wide variety of genres and formats, from a diverse array of authors and viewpoints.
- Critically and analytically engages with works to understand themes, influences and subtext in addition to the larger story.
- Identifies aspects of other authors' writings that I enjoy, and seeks to integrate them into my own works.

SCP Foundation Collaborative Fiction Project

- Routinely engages and interacts with a large, multinational and multilingual online community, including many other authors.
- Writes engaging pieces both with and without a variety of format constraints, using wikidot syntax to both provide structure and emphasize writing.
- Volunteered as a member of the critique team to both provide and receive critical feedback of written drafts, to a high standard of quality and polish.
- Have created various images and art pieces to add to written works.
- Have identified my own writing strengths and found how best to utilise them, while also practicing to improve other areas.
- Have worked on collaborative pieces with other artists and writers remotely.

- Have written and posted several hit pieces under the Creative Commons license.

Puppet-Making

- Have constructed puppets by hand using foam and fabric materials, including a self-portrait.
- Have conferred with industry professionals regarding methods of construction, refurbishment and design.
- Employed creations both as academic pieces and for personal amusement of myself and others.