# Donald Schepis

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*I have over 10 years of professional experience in game production, design, and writing. I contributed to mobile, VR, indie, AAA, and tabletop games and earned myself a reputation as a dependable, meticulous collaborator.*

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| Software | Experience Highlights | Education |
| Development ToolsUnreal 4/5 | Unity | Git/SVN | C# | JavaScript | HTML | Photoshop | Creative Producer – Pinnacle Entertainment Group2020+ | Contributed design/writing and managed the development of tabletop game books across 19 projects in multiple genres. | University ofAdvancing Technology2015 – BA – Game Design |
| WritingScript | Adventure | Copy | Technical | Word | Excel | Principal Writer – Eschatology Entertainment2021–2022 | Developed an in-engine, interactable outline to guide the development of encounters and environment assets.  |  |
| CommunicationSlack | G Suite | Teams | Discord | Producer & Game Designer – Terrasect Mobile2014–2016 | Developed client-focused mobile projects with a team of 6+ developers. |  |

# Designer

*Doing > Showing > Telling*

* Built systems that aligned the player's fantasy with core gameplay loops to develop a satisfying, rewarding experience across dozens of hours of play.
* Collaborated with multiple disciplines to champion major gameplay systems and empowered non-design team members to enhance gameplay.
* Used multimedia tools to create usable and enjoyable documentation, increasing team engagement and utilization of the work.

# Writer

*Writing is dramatic; anything else is communication.*

* Utilized natural, authentic language in rules textto align how rules are read with how players talk about them to increase comprehension and reduce learning time.
* Advocated for mechanics that aligned gameplay with narrative expectations to increase player satisfaction.
* Focused editing efforts to reduce wordiness and punch up text to be more active and engaging.

# Creative Producer

*Good art comes from experience; great art comes from collaboration.*

* Expanded opportunities for communication between developers and the community to foster an environment of transparency and respect.
* Promoted a “player first” methodology and attitude among the team, which resulted in a noticeable increase in player engagement and satisfaction.
* Built-in mentorship and skill-building time into the production schedule to increase contributor efficacy and develop a sense of mutual investment between team members and the studio.