



# AUBRIE STARKS

NARRATIVE DESIGNER

## Contact Phone

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## Email

astarksdesign@gmail.com

## LinkedIn

[www.linkedin.com/in/aubrie-starks/](http://www.linkedin.com/in/aubrie-starks/)

## Portfolio

[aubriestarks.com](http://aubriestarks.com)

## Skills

- Unreal
  - Blueprints
- Creation Kit
  - Papyrus
- Unity
  - C#
- Chrome Engine
- Level Design
- Narrative Design
- Agile Development
- SCRUM
- Technical Documentation
- Communication
- 3DS Max
- Adobe Premiere Pro
- Quality Assurance
- Bug Fixing

## Shipped Games

### **Conjury Revell | Steam | 2023**

*Level Designer*

- Collaborated with multiple departments to design gameplay systems and levels.
- Prototyped and tested gameplay and combat systems.
- Implemented leads' vision in Unreal 4, iterating on feedback from stakeholders.
- Designed, built, and iterated final level in game.
- Debugged and tested fixes with programmers.

### **Hex Rally Racers | Steam | 2022**

*Level Designer*

- Designed gameplay systems and karts with leads and other designers.
- Prototyped and tested gameplay systems and karts using visual scripting tools.
- Iterated on gameplay systems based on stakeholder feedback.
- Debugged and tested fixes to gameplay systems with programmers.
- Playtested game, reporting bugs and issues on Jira.

## Individual Projects

### **"Reconnaissance" | Creation Kit, Fallout 4 | 2023**

*Level Designer*

- Designed narrative to fit within and enhance the narrative of the base game.
- Wrote dialogue and scenes.
- Designed gameplay space to reinforce the narrative goal.
- Iterated design based on feedback from peers and professors.
- Decorated play space to enhance narrative through environmental storytelling.

## Education

**2023**

*Southern Methodist University  
Guildhall*

**Certificate in Technology, Level Design**

**2009**

*University of Texas at Arlington*

**B.A., English Literature**