

Sydney Ritchie

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SKILLS

- Gameplay Design
 - Team Management
 - Problem-solving
 - Organization
 - Jira, Confluence, Trello
 - Java, C++, C#, Javascript
 - Agile Development
 - Unity
 - Writing
 - Public Speaking
 - Prototyping, Wireframing
 - Google Apps Script
 - Analytical and Logical
 - Maya, Photoshop, Marvel
 - Avid Gamer
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WORK EXPERIENCE

Jam City (San Francisco) **Senior Game Designer** September 2019 - Current

[Harry Potter: Hogwarts Mystery](#), [Lucky Stars \[unreleased\]](#)

Designed core gameplay and meta game systems and features, from concept through approval and implementation in a new game. Prototyped new game ideas and mechanics. Analyzed and improved player progression in live ops game with 1M DAU. Worked with engineers to create custom tools, which I used to create the onboarding experience. Built automated simulations for testing game system models.

Bee Square Games (Barcelona) **Lead Game Designer** November 2017 - September 2019

[Almost a Hero](#)

Drove creation of multiple complex systems and one entirely new game mode with its own progression system and set of new mechanics. Designed mockups in Marvel for UX systems, large and small and iterated with artists and engineers to create effective, functional, and pleasant interfaces. Worked with analytics to determine key gameplay moments and to create systems for improving player retention and conversion. Designed, balanced, and oversaw implementation and release of four new heroes. Daily scope management and triage of backlog. Designed onboarding experience, including flow, and gameplay.

Anki (San Francisco) **Game Design Intern** May 2016 - August 2016

[Anki Overdrive](#)

Designed a directed play system to increase user engagement. Balanced game weapons and other items. Refined new game modes. Worked closely with designers and engineers to create new ways to communicate character personality in the physical world.

The GApp Lab (Salt Lake City) **Lead Producer/Designer** January 2016 - May 2017

[Dino Lab](#), [ACEE](#), [VirtuaLimb](#)

Coordinated with Paleontologists, Educational experts, and the Educational Director at the Utah Natural History Museum. Ensured smooth operation. Analyzed gameplay problems and worked with the team to design solutions. Coordinated with dance and autism experts. Actively wrote code daily. Designed and tested interfaces for augmented and virtual reality.

PROJECTS

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|---|--|------------------------------|
| • Wrecked: Get Your Ship Together | <i>Lead Producer/Team Lead</i> | <i>Vive, Mobile Unity C#</i> |
| • Train Etiquette | <i>Lead Designer/Engineer/Producer</i> | <i>Mobile Unity C#</i> |
| • Dino Dash | <i>Lead Designer/Engineer/Producer</i> | <i>Mac PC Java</i> |
| • Julian Fox Dances | <i>Lead Designer/Engineer/Producer</i> | <i>Mobile Unity C#</i> |
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RECOMMENDATIONS from Congressional Internship

- "Sydney has exceptional interpersonal skills...she actively sought out relationships with staffers and other interns. She is an excellent writer and we have been happy to use her skills in the office."
 - "Sydney works well with others. She knows how to lead when she needs to, and she knows when to follow and help others along. She shows an ability to learn and adapt to a fast paced environment."
 - "Sydney is well balanced. Logical and math-inclined, yet also a good writer and speaker."
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EDUCATION

2017 University of Utah

Masters of Entertainment Arts and Engineering
Focus: Game Design & Production

2014 Brigham Young University

Bachelor of Arts Political Science
Triple Minor: Computer Science, Philosophy, Logic

OTHER

SAC Cohort President, AIAS WomenIn Scholar, Cambridge Pembroke-Kings Scholar, Art, Dance