

BOBBIE SOQUES

TOOLS

Jira • Next-Gen Jira • Confluence • Microsoft Office • Google Workspace • Git
Unreal Engine 4 • Unreal Engine 5 • Unity • Unreal Blueprint • Visual Studio Code 2019

WORK EXPERIENCE

Stray Kite Studios, Richardson, TX, USA

October 2019-Present

- Implemented a prototype side scrolling platformer in Unreal 5 using Blueprint
- Worked directly with other departments (art, design, and programming) to implement and test features

Gearbox (Contract), Tiny Tina's Assault on Dragon Keep: A Wonderlands One-Shot Adventure — QA

- Provided balance and gameplay feedback to designers
- Worked with 2K and Gearbox QA to report bugs in JIRA
- Wrote loading tips and edited studio writing to match the Borderlands style

Unannounced Project — QA

- Worked on an original IP from concept to First Playable
- Created and updated test plans for new and in-development features for the First Playable
- Coordinated and participated in weekly internal playtest sessions
- Created and maintained documentation for all in-game mechanics and features
- Researched and created functional automated tests in Unreal 4 Blueprint
- Reported bugs in Jira Next-Gen

Epic Games (Contract), Fortnite Creative — QA

- Designed, whiteboxed, tested, and shipped 8 islands / games, 6 of which were featured by Fortnite
- Created and published marketing videos and posts for the shipped islands
- Created and completed test plans for Fortnite Creative devices
- Participated in internal Fortnite Creative playtests with Epic and other outsource studios
- Reported Fortnite Creative bugs in Jira

Made Image Films, Dublin, Ireland

September 2018-December 2018

Assistant Director (Internship)

- Reviewed and revised storyboards for animated short film
- Wrote and edited scripts for short films in Celtx
- Broke down and assessed scenes, characters, and props from scripts and storyboards for short films
- Communicated and coordinated asset delivery with off-site team

EDUCATION

Carnegie Mellon University, Pittsburgh, PA, USA

May 2019

Bachelor of Arts in Creative Writing, additional major in Human-Computer Interaction, minor in Game Design
Graduated with High Honors; GPA 3.82/4.0; Adamson Student Writing Award recipient

ACADEMIC PROJECTS

Soapbox

January 2019-May 2019

Game Designer and Project Manager

- Created a transformative role-playing game for students to practice asking for and giving help
- Conducted user-centered research through interviews, experience sampling, competitive analysis, and more
- Iterated through multiple prototypes based on data collected from multiple rounds of playtesting
- Facilitated meetings, wrote agendas, and led group design exercises

Studio Mar**February 2018-May 2018***Producer and Game Designer*

- Facilitated development of the game *LineAR*, an augmented reality 3D drawing and guessing game
- Designed UI features and frameworks for augmented reality, including minimum distance and physical anchors
- Communicated with client, planned and led weekly team and client meetings, wrote weekly project updates

False Detectives**November 2017-December 2017***Producer and Writer*

- Researched player interactions with non-player character (NPC) using a vocal-only interface in virtual reality
- Created project concept, facilitated team meetings, and set and monitored project milestones using Trello
- Designed player interaction with NPC through murder mystery story and NPC script
- Recorded playtest sessions and presented research findings to industry professionals