Aspen Clark

Quest Designer · Systems Designer

CONTACT
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SKILLS

- Narrative design
- Systems design
- Level design
- VR game design
- Creative writing
- Scripting (C#, Papyrus)
- Blueprint (Unreal)
- Documentation
- Agile development
- Remote work
- Community writing
- Public speaking
- Creative writing

PROJECTS

- Starfield
- Fallout 76
- Hello Neighbor VR
- La Rana

SOFTWARES

- Unreal Engine 4
- Unity
- Creation Kit
- Sublime Text
- VSCode
- Confluence
- Jira
- Perforce
- Microsoft Suite
- OBS Studio

WALK IN THE PARK STUDIOS | September 2023 -

FOUNDER
- Established business framework for an independent LLC
- Designed game pillars and core loop for proprietary game
- Set up bookkeeping and banking systems
- Created a studio website and initial branding

STEEL WOOL STUDIOS | August 2022 - September 2023

SENIOR GAME DESIGNER | Hello Neighbor VR
- Oversaw a team of junior designers from Alpha to release
- Gave feedback to improve conveyance, flow, and gameplay
- Pitched solutions for client feedback to stakeholders
- Planned and managed sprints in the Atlassian suite
- Prepared sprint burndown charts and other metrics
- Established studio best practices for design documentation

LEAD GAME DESIGNER | Unannounced VR Project
- Acted as the sole designer on a preproduction strike team
- Worked with the creative director to establish a clear vision
- Designed and pitched characters, levels, and systems
- Whiteboxed levels in Unreal using proprietary modkit
- Designed and prototyped gameplay systems using Blueprint
- Created game design documentation for use in production
- Helped create an onboardig plan for full production
- Established best practices for level creation and Blueprinting
- Presented periodic updates to stakeholders and teammates

BETHESDA GAME STUDIOS | May 2019 - July 2022

QUEST DESIGNER | Starfield
- Wrote and implemented 25 hireable Companions
- Provided support to directors and actors during VO sessions
- Worked with others to match tone on shared characters
- Scripted AI behaviors and quest sequences in Papyrus
- Wrote and implemented errand quests and NPC encounters
- Created repeatable quest content using a procedural system

SYSTEMS/LEVEL DESIGNER | Fallout 76: Shelters
- Represented design on a cross-disciplinary strike team
- Created and maintained systems design documents
- Pitched solutions for design issues to stakeholders

- Helped establish a post-launch monetization strategy
- Designed and implemented a quest to introduce Shelters
- Provided periodic updates to stakeholders on project progress
- Managed my own Jira scheduling and sprint planning

SYSTEMS/QUEST DESIGNER | Fallout 76: Nuclear Winter
- Provided post-launch support for multiple patches
- Designed and pitched quality of life features to stakeholders
- Created player retention strategies including seasonal rewards
- Wrote community articles promoting new features and rewards
- Worked cross-studio with other Bethesda offices
- Developed lore tying Nucelar Winter to the Shelters expansion
- Wrote dialogue for ZAX, Nuclear Winter's robotic antagonist

INTERESTS

- Creative Writing
- Skiing
- French
- Gardening
- International Travel
- Fishkeeping
- Costuming
- Cooking/baking

HIGHER EDUCATION

SOUTHERN METHODIST UNIVERSITY: THE GUILDHALL
Masters of Interactive Technology

THE UNIVERSITY OF DENVER
Bachelor of Arts: Emergent Digital Practices
Minors: Creative Writing, Computer Science