



AC

ASPEN CLARK

MISSION DESIGNER • SYSTEMS DESIGNER

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SOFTWARE

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

SKILLS

- Narrative design
- Systems design
- Level design
- Creative writing
- Character development
- Dialogue writing
- Mission creation
- Scripting (C#, Papyrus)
- Familiarity with Java, C++, and Python
- UE4 Blueprint
- Documentation
- Agile development
- Cross-studio communication
- Community writing
- Public speaking
- Pitching

BETHESDA GAME STUDIOS – MAY 2019-PRESENT

QUEST DESIGNER • *STARFIELD* (UPCOMING) • CREATION KIT

- Created linear and non-linear mission content including character development, in-editor implementation (scripting, AI behavior, etc.) dialogue, and bug fixing.
- Developed new characters with backstories that fit into larger world fiction
- Worked with other quest designers to match tone on shared characters.

QUEST/SYSTEMS/LEVEL DESIGNER • *FALLOUT 76: SHELTERS* • CREATION KIT

- Acted as the sole designer on *Shelters* from ideation to launch including systems design, level design, and mission design.
- Worked on cross-disciplinary strikes with artists and programmers. Provided design support via level design, scripting, and Creation Kit work.
- Worked with Bethesda's monetization team to develop a monetization strategy for the *Shelters* system at launch and beyond
- Wrote and implemented a quest to introduce the *Shelters* system to players
- Provided periodic updates to stakeholders about the progress of *Shelters*
- Managed my own Jira scheduling and sprint planning

SYSTEMS/NARRATIVE DESIGNER • *FALLOUT 76: NUCLEAR WINTER* • CREATION KIT

- Provided post-launch bug fixing and support for *Nuclear Winter*.
- Created post-launch retention strategies including seasonal limited time daily challenges with unique rewards and seasonal decorations for Vault 51
- Wrote a series of community articles in the voice of ZAX, the sentient AI who is *Nuclear Winter's* main antagonist

SOUTHERN METHODIST UNIVERSITY – AUGUST 2017-MAY 2019

LEVEL/NARRATIVE/SOUND DESIGNER • *LA RANA* • UNREAL ENGINE 4

- Designed and pitched initial concept for *La Rana* to stakeholders
- Created level content in Unreal Engine 4
- Scripted puzzle elements using Blueprint
- Created and integrated sound assets using Unreal's built-in sound features
- Wrote and narrated *La Rana's* story

EDUCATION

MASTERS OF INTERACTIVE TECHNOLOGY • MAY, 2019

SOUTHERN METHODIST UNIVERSITY: GUILDHALL

BACHELOR'S DEGREE IN EMERGENT DIGITAL PRACTICES • MAY, 2017

UNIVERSITY OF DENVER