# Eric Scherper                     Game Design

www.erscherper.com

## Objective

I love crafting games with engaging experiences that the player won't soon forget. I strongly believe in the words of a good friend who said "... I believe that video games do influence us and I think it's important that they do so because in a world that makes us feel small and tells us to be big, video games make us feel big and tell us to be honorable."

## Skills

Proficient in Game Design, Autodesk Maya, Adobe After Effects, Dreamweaver, Fireworks, Flash, Illustrator, Photoshop, Microsoft Office Suite, Processing, Unreal Development Kit, Unreal Engine 4

## Work Experience

| | | | |
|---|---|---|---|
| BWAM | ~ Board Game | ~ Art/Game Designer | ~ 4 man team |
| Crystalize | ~ Board Game | ~ Game Designer | ~ 4 man team |
| Trench Checkers | ~ Board Game | ~ Game Designer | ~ 4 man team |
| Tripper | ~ Phone App | ~ Designer | ~ 4 man team |
| IMLA Cop | ~ Video Game | ~ Art/Game Designer | ~ 4 man team |
| BLOCKN' | ~ Video Game | ~ Art/Game Designer | ~ 1 man team |
| BIT WARS | ~ Card Game | ~ Art/Game Designer | ~ 2 man team |

## Education

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|---|---|---|
| Savannah College of Art and Design | ~ | 2011 ~ Current |
| J.J. Pearce High School | ~ | 2006 ~ 2010 |