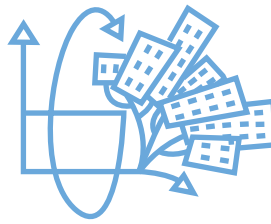


Leana Galiel
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Lake Oswego, OR 97034



Game & Level Designer
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Note: References are available upon request.

DESIGN EXPERIENCE:

- | | |
|--|------------------------------|
| Labyrinth of the Trickster
Lead Designer, Researcher (world mythology), Narrative Writer
2D educational adventure game. Teaches about the archetypes of the trickster, demon, hero, and goddess of world mythology | Winter 2009 – Present |
| The Botswana Bushmen – Solo Project
Game Designer, Artist, Narrative Writer
4-7 player “art” board game. To educate others about the real life of the Botswana Bushmen; the hardships they face from the Botswana Government; and what the international community can do to help them. | Winter 2009 – Present |
| The Maze ARG – 3 Person Design Team, Large-Scale Project
Designer/Producer, Writer, Researcher (alternate reality games and players)
An alternate reality game which will be a prelude to a massively multiplayer online game. | Summer 2008 – Present |
| Gladius – 3 Person Team
Level Designer, Lead Website Designer/Programmer, Item Designer
An interactive website promoting a free-roaming 3D fighting game. | Fall 2008 |
| Stitches – 5 Person Team
Game Designer, Level Designer, Lead Animator
2D digital game, set in a stitched world. The player must use the body parts of their fallen enemies to give themselves upgraded abilities of movement, defense, and attack. | Spring 2008 |
| Bedlam – 4 Person Team
Game Designer, Board Layout Designer, Card/Item Artist
A double-sided 4-8 player board game, set in the Bethlehem Royal Hospital, an insane asylum.
Entered into the Entelechy contest at GDX 2008, and displayed in the main lobby of the expo. | Winter 2008 |
| The Most Dangerous Game – 4 Person Team
Game Designer, Card Writer
4-7 player board game, about chase and survival. | Winter 2008 |
| Time Swans – 4 Person Team
Game Designer
2-4 player tile game, about time traveling swans. | Winter 2008 |
| Project 2012 – 5 Person Team
Level Designer, Website Designer, Environment Researcher
3D computer game with a non-violent hero, based on Mayan culture and mythology. | Fall 2007 |
| Cuberinth – 4 Person Team
Game Designer, Artist
3D 4-player board game, using wooden cubes with various different environments and traps on each side of the cubes. | Fall 2006 |



SKILLS & APPLICATIONS:

Skills:

Narrative Research, Environment Research, Level Design/Layout, Set Dressing, Mission/Puzzle Design, Character/Enemy Placement, Game Design, Non-Digital Card Design/Writer, Game Board Design, Agile Development, Traditional Development, Project Management, Quick Learner

Applications:

Adobe Flash (Actionscript 3.0), Illustrator, Photoshop, Microsoft Office (Word, Excel), Adventure Game Studio, Multimedia Fusion, Adobe Premiere, 3D Studio Max, Maya, Torque 2D, Game Maker

Other Interests:

Science Fiction Novels, Cultural and Linguistic Anthropology, Beta Testing MMO's, Community Building, World Travel, Japanese History, Mythology, Victorian Era, Fencing, Ballroom Dancing, Cooking, Sculpture, Photography

EDUCATION:

Savannah College of Art and Design (SCAD)

Savannah, GA

Intended Graduation: May 2009

Major: *Game Development*

Acorn Gallery School of Art

Marblehead, MA

1996-2005

Traditional art instruction in Life Drawing, Oil Painting, and Sculpture

Related Classes:

Modeling for Game Development

Interactive Design

Environment and Level Design

Applied Game Design

Game Design Criticism and Analysis

Programming for Interactivity

Studio I, II, and Portfolio for Game Development

Design Patterns in Game Design

Development Issues in Urban Design

Introduction to Anthropology

World Mythology

Affiliations:

Inter-cultural Student Association Member (SCAD)

IGDA Member

ECA Member

AWARDS & SCHOLARSHIPS:

Scholarships:

SCAD Combined Scholarship – \$10,000 total for my first year of college (Fall 2005-Spring '06)
(\$5,000 Portfolio based and \$5,000 Need based)

Citizens Scholarship Foundation of Marblehead Inc. – \$2,500 yearly for 4 years of college (Fall 2005-Spring '09)

Wilhelmina Denning Jackson Art Scholarship – \$6,000 yearly for remaining college years (Fall 2006-Spring '09)

Oliver P. Killam Jr. Private Foundation – \$15,000 yearly for remaining college years (Fall 2007-Spring '09)

SCAD Sand Arts Festival

Participant

Spring of 2006, 2007, 2008, 2009

Third Place – Sand Sculpture Contest 2007 for “I am the Walrus”

Third Place – Grey’s Reef Best Underwater Creature 2007 for “I am the Walrus”

