Geoffrey Suthers
GAME DESIGNER

Contagiously enthusiastic, friendly game designer who excels in teams and taking lead roles in shaping innovative ideas into stellar, accessible play experiences.

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EXPERIENCE

Game Designer
Digital Continue   May 2019 - Jul 2021
Designed core gameplay and reward systems for Drawn to Life: Two Realms, as well as character package, and enemy suite. Designed, tested and refined over 200 2D Puzzle Platformer levels. Led project, translating director vision and acting as the hub between departments.
Designed micro games for game creation phone app, including mechanic components, user creation flow, and starter templates. Concepted and prototyped new design direction for revitalization of internally suspended management sim.

Game Developer
Burning Wheel   Sept 2017 - Aug 2020
Gameplay and content developer for the Miseries & Misfortunes and Torchbearer 2nd Edition RPGs.

Game Designer, Producer, Creative Director
Studio Wumpus   Sep 2014 - May 2019
Directed creative and production vision on Sumer, managed project, led a successful Kickstarter campaign and port to Nintendo Switch. Co-designed core systems and gameplay. Led balance, tutorial design and development, and Sumer research.

Game Design & UX Consultant
NYU CUSP   Nov 2018 - Feb 2019
Designed engagement system for meta-data research community tool, including UX and incentive systems. Wrote investor- and engineer-facing game design documentation. Personally led interviews with ideal users. Conducted marketplace research.

UX Designer
ByunLab   Jan 2017 - Jan 2018
Led UX overhaul, playtesting and QA for development of two speech therapy and research applications.

Game Designer   Mar - July 2018,
Electric Funstuff   Feb - Aug 2015, Jun - Aug 2014
Design and writing on Mission 4: City of Immigrants. Gameplay, level and tutorial design for The Sampson Effect, a GIS math-game commissioned by the BMCC.

Game Designer
NYU Create Lab   Mar 2016 - Oct 2016
System & UX designer for mobile Cognitive Behavioral Therapy (CBT) games based on child abuse treatment CBT exercises.

EDUCATION

MS, Games for Learning   Sep 2013 - May 2015
New York University, Steinhardt.

Game Design & Development, Cognitive, Behavioral & Learning Sciences

BA, Anthropology, Theatre minor   Aug 2007 - May 2012
Willamette University.

Anthropological Methodology, Set Design, Directing, Theater and Cinema Production, Improvisational Storytelling

SELECTED WORKS

Sumer (www.sumergame.com)
Game Designer, Producer, Creative Director
A digital board game fusing euro-style strategy, multiplayer action and Sumerian mythology.

IGF 2016
Best Student Game
Honorable Mention.

BitAwards 2017
Best Student Game
Winner

Incubator Selection,
NYU Game Center 2015

Indie Megabooth
GDC 2016, PAX East 2017,
E3 Indie Picnic 2017,
PAX East 2018

Mission U.S.: City of Immigrants (Mission US Website)
Game Designer, Writer
A middle-school history game about Russian immigrants, work unions, and the 1911 Triangle Shirtwaist Factory fire.
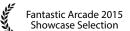
International Serious Play
Education Award
2015 Winner

Games for Change 2016
Best Learning Game
Gold Medal Nominated

Backer Reward (available on itch.io)
Game Designer, Character Photographer, Writer
An experimental choose-your-own-adventure game using full-motion videos.

Fantastic Arcade 2015
Showcase Selection

Global Game Jam 2015
"Best Overall Game"
"Best Use of Theme"
NYU, Brooklyn

Goblin Law (video explanation)
Game Designer, Producer
A strategy board game about explosions, chain reactions and emergent chaos.

Boston FIG 2014
Showcase Selection

SKILLS & QUALITIES

Game Design: Accessible, Iterative, Verb-driven, Dual Purpose, Unity Development, Unreal Engine 4, Scripting (Javascript, C#), Board & Tabletop Roleplaying Game Design, Rapid Physical Prototyping, Design Documentation

User-Interface Design, User Experience, Playtesting, Quality Assurance, Project Management, Writing (Academic, Narrative, Rules), Editing (Content & Copy), Photoshop, InDesgin, Illustrator, Video Production

Emotional Awareness, Interpersonal Communication, Team Management, Project Organization, Collaborative Teamwork, Honest & Constructive Feedback