LORI SENGBUSCH
GAME DESIGNER

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EDUCATION

Honours Bachelor of Game Design – Sheridan College
| 2017 – 2021

ACHIEVEMENTS

Sheridan Sprint Week
2nd Place Winner | 2018
- *Weeklong game jam.*

Father Michael Goetz School Mascot Contest
3rd Place Winner | 2014
- *Designed mascot.*

TOOLS

- Unity
- Twine
- C#, HTML/CSS, JavaScript
- Microsoft Office
- Google Workspace
- Adobe Photoshop
- Clip Studio Paint
- Procreate

INTERESTS

- Tea
- Skincare
- Cute Stationary
- Legend of Zelda

PROFILE

Passionate Game Designer, with additional care paid to both programming and quality assurance. Experience in prototyping and iteration, looking out for issues and being resourceful with problem-solving. Using combined expertise to tackle any design concerns that may arise during the development process.

EXPERIENCE

Weathered Sweater | 2022 - 2023
QA Tester
- Discover, investigate and log bugs with clear reproduction steps and classifications.
- Share concise feedback on gameplay or visuals in accordance with test cases.

Sheridan College / CANSOFCOM Co-op | Summer 2020
Game Designer / Programmer
- Communicated with client to gain insight into important issues related to PEI farmers.
- Designed virtual experience meant to target specific audience, by engaging children and introducing them to farming.
- Dealt with real world problem solving, tackling an issue that will make a difference to Canadians.

PROJECTS

DeNovo – Non-linear Visual Novel | 2017 – 2019
Game Designer / Programmer
- Designed a non-linear narrative story game through twine game engine, with custom layout elements.
- Researched and organized information to create a story intertwined with non-fiction elements.
- Communicated with teammates effectively to meet design goals and deadlines within timely manner.