

Wilson McGuirt

Game Designer/Content Designer

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EXPERIENCE

Worked on several 3D projects as well as DnD modules as a student at Savannah College of Art and Design.

Writer for D&D modules such as *Above Snakes* and *Tiny Naked People Simulator*.

Worked as a Narrative Content Designer, and UI scripter for *Well Done*.

Worked on a game prototype titled *Operation: CASE*.

EDUCATION

SCAD, Savannah,GA — ITGM

Fall 2018 - Graduating in 2023

I graduated from SCAD with a B.F.A in Interactive Design and Game Development. During my time at SCAD, I learned how to be proficient with Unreal Engine, and have experience with AGILE workflows.

Extra Curricular Activities

SCAD Overwatch Varsity team

Fall 2018- Spring 2023

SKILLS

Experienced with Blueprinting for Unreal Engine 4 and 5

Experience with Perforce

Experienced with developing and concepting mechanics for games

UMG scripting for Unreal Engine.

Familiar with SCRUM/Agile workflows

In depth knowledge of popular culture such as films, tv shows, and Novels.

In depth Knowledge of 3D modeling software(s) such as: Maya, 3Ds Max, and Blender.

Experience with Substance Painter and Substance Designer

AWARDS

SCAD Academic Scholarship-
Awarded for 2019-2020 year
and 2022-2023 year.