

# Sara Ryder



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sara-ryder

## Education

Game Design (BA) & Psychology Minor -  
April 2024  
*DigiPen Institute of Technology*  
*Cum Laude*

English Literature (BA) - May 2018  
*Regent University*  
*Magna Cum Laude*

## Skills

- UX Design
- UI Wire-Framing
- User Stories
- Persona Creation
- User Research
- A-B Testing
- Systems Design
- Data Analysis
- Investment Design
- Level Design
- Quest Design
- Tutorial Design
- Agile Development
- Pairs Programming
- Copy Editing
- QA Testing
- Test Passes
- Design Documentation

## Tools & Software

- Figma
- Adobe XD
- Axure RP
- SVN
- Maya
- Photoshop
- Clickup

## Engines & Languages

- Unreal Engine
- UEFN
- Blueprints
- Unity
- C# for Unity
- Python
- Java

## Portfolio Link

<https://www.sara-ryder.com/>

## Game Design

## Project Experience

### **Shadow's Grove - UX/Level Design & QA Director - Unreal Engine 5**

*DigiPen Institute of Technology | Team of 17 | 2024 - 2025*

- Published to [Steam](#)
- Developed and implemented combat and exploration mechanics
- Built wireframes and prototypes to explore many possible designs
- Blockmeshed combat and exploration encounters
- Designed and implemented level, world, and character interactions

### **Galaxy Swap: Match-3 - UX Designer - Unity**

*DigiPen Institute of Technology | Small Design Team | 2024*

- Created rapid prototypes to test feedback and player flows
- Collaborated to create practical UX solutions within tech constraints
- Designed and implemented puzzle levels

### **Familiar: Battle Of The Labyrinth - UX Design & Design Lead - Unity**

*DigiPen Institute of Technology | Team Of 8 | 2022 - 2023*

- Published to [Steam](#)
- Created Milestone retrospectives and future facing risk management
- Coordinated with audio and art teams to import custom assets
- Built and implemented particle effects for a variety of features

## Work Experience

### **Design, Game Class, & Psychology Teaching Assistant**

*DigiPen Institute of Technology | August 2021 - April 2024*

- Graded assignments and projects with detailed feedback
- Helped create assignments that aligned with the course objectives

### **Other Experience**

*Various Locations | May 2013 - June 2020*

- Reference & Circulation Librarian
- Substitute Teacher
- Camp Counselor

## Fun Extras!

- Probably Monsters Scholarship Recipient
- Diversity, Equity, and Inclusion Scholarship Recipient
- Co-founder and President of the DigiPen WiT club (Women+ in Tech))
- Volunteer at Game UX Summit 2022