

# BRIDGET SCHIFFLER

design technologist - narrative designer - freelance writer  
she/her

## EDUCATION

### University of Washington

Bachelor of Design in Interaction Design (IxD)  
Bachelor of Science in Computer Science (CSE)

## WORK EXPERIENCE

### Senior Narrative Designer | Amazon Explore

Oct 2021–Current  
*Led all narrative and experience design efforts across multidisciplinary teams, receiving an average 4.89/5 rating across 1221 unique experiences in 21 countries.*

### Lead Narrative Designer | Amazon Explore

June 2018–Oct 2021  
*Oversaw the scale of experience design efforts through a successful launch of 86 experiences in 16 countries.*

### Studio Director | Broom Cupboard Studios

Apr 2018–Apr 2019  
*Created, led, and directed an independent yearlong digital artist collective, creating games, animation, and XR projects. More at [www.broomcupboardstudios.com](http://www.broomcupboardstudios.com).*

### Narrative Designer | Amazon Explore

Jan 2017–June 2018  
*Wrote and designed the first experience for Amazon Explore, owning all narrative and game design efforts.*

### Technical Assistant | UW Animation Research Labs

Jan 2014–June 2016  
*Led 3D animation artist teams. Films screened at SIFF, DCFF, NIFF, and won a Global Shorts Award of Merit.*

### Production Management Engineering Intern | F5 Networks

Jan–Sept 2013

### Production Assistant | Leviathan Games

Feb–June 2013  
*QA, community moderation, bug tracking, web dev, etc.*

### Intern | Leviathan Games

July 2011–Feb 2013

## PROJECTS

### Independent Work

Participant of GDC's TrainJam 2018 and 2019. Participant of Global Game Jam 2018 and Seattle Indies Jam 2018.  
Play online at [bridgetschiffler.itch.io](http://bridgetschiffler.itch.io)

Designed and built the asymmetric five-person multiplayer VR game "KaijuKart VR" for the HTC Vive.

Writer for the live-action web series "Tracy and Felt", winner of Seattle Web Fest 2017's Best Local Series.

Directed XR projection animation for the 2019 production of "Feathers and Teeth" play, in collaboration with Washington Ensemble Theatre.

Designed an rpg bug-catching TTRPG supplement, published in the zine CritDMG, available to view online at: [dmgtoronto.itch.io/crit-dmg-vol-1](http://dmgtoronto.itch.io/crit-dmg-vol-1).

### Volunteer Narrative Work

GDC Conference Associate, 2017/18

AU: Speculative Fiction Journal Editor, Sept 2014–June 2015

### Eagle Scout in Scouts BSA

Built a walking labyrinth at St. Dunstan's Church as the final Eagle Scout Project

## SKILLS

### Design

Unity, Twine, Ren.py, Maya, Flash, After Effects, Premiere, Photoshop, InDesign, Illustrator, Axure, Figma

### Programming

C#, Java, OpenGL, HTML, CSS, Javascript, PHP, C, Python

### VR/AR/XR

Vuforia AR, Oculus Rift, and HTC Vive Development and Design Experience