

Bill Graner

Game Designer, Consultant

419.492.4554
bill@bgraner.com
www.bgraner.com

Education

Sept 2008 – August 2011: University of Southern California, MFA, Interactive Media

Sept 2006 – August 2007: Art Center College of Design, MFA, Film

- Completed 1 year of graduate Film program

Sept 2000 – August 2004: Carleton College, BA, Computer Science

- GPA: 3.39 GPA in Major: 3.47
- Awarded Distinction of senior comprehensive project: Robot Motion Planning Laboratory

Awards

- 2010, Fox Interactive Thesis Fellowship
- 2009, Electronic Arts Award
- 2009, Mary Pickford Foundation Award
- 2009, Academy of Interactive Arts and Sciences Scholarship
- 2004, Distinction on senior comprehensive project, Carleton College
- 2000, National Merit Scholar

Work Experience

(2010) Game Design Consultant, Self Employed

(2009–2010) Game Designer, Electronic Arts Game Innovation Lab, School of Cinematic Arts, USC

- Game designer for math education video game with UCLA's Center for Advanced Technology in Schools

(2009) Level Design Intern, *Star Wars: The Force Unleashed 2*, LucasArts

- Jedi Academy internship program.

(2008–2009) Game Designer, Interactive Media Division, School of Cinematic Arts, USC

- Game designer for Wellness Partners game.
- A social fitness diary game developed by the School of Cinematic Arts, the Keck School of Medicine at USC and the USC School of Social Work.

Projects

***Leafcutters* – Lead Designer, Project Lead (2010 – Present)**

- A documentary video game about leafcutting ants, mixing biology with play.
- My MFA thesis project.

***Star Wars: The Force Unleashed 2* – Level Design Intern (2010)**

- AAA Action/Adventure title.

***Tlaloc's Book* – Game Designer (2009 – 2010)**

- Puzzle platformer game to help teach fraction math to at-risk grade schoolers.
- Designed for UCLA's CATS research project.

***Suits* – Game Designer and Producer (2009)**

- As a middle manager for a supervillain's empire, work with and double cross your friends to earn the most corporate credit.
- Facebook strategy game made with USC's Gamepipe program.

***Wellness Partners* – Game Designer (2008 – 2009)**

- An online social diary game to student how social games can improve players' health.
- Project funded by Robert Wood Johnson Foundation.

***Spectre* – Sound Designer (2008 – 2009)**

- Independent Games Festival 2010 Student Showcase Winner
- In this Flash game, the player encounters the memories that become a man's life story.

***Selective Memory* – Designer, Actionscript Developer (2008)**

- Recombinant cinema with a physical controller. Flash, Actionscript, Arduino, mixed media, and DV video.
- My role: designer and Actionscript developer

***U-dub* – Designer (2007)**

- Concept for a smartphone entertainment/communication application. Designed for NBC Universal at Art Center College of Design.

Skills

- Flash, Actionscript, Unity, Maya, Processing, Torque 2D
- Java, C++; experience with LISP, HTML, PHP, SQL