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Annaleigh Sardelis

EXPERIENCE

Wizards of the Coast, Renton WA — *Game Designer*

July 2018 - Present

- Part of the Worldbuilding team for Magic the Gathering.
- Creative Lead for several unannounced projects.
- Participating on card design teams.
- Writing for World Guides and art descriptions.
- Collaborates with Art Directors and Card Designers.

Dire Wolf Digital, Denver CO — *Game Designer*

July 2016 - July 2018

- Card designer for Eternal Card Game.
- Assist in balancing PvP play at all skill levels.
- Worldbuilding through voice over script writing and art descriptions.
- Writing design documentation for new features.
- Compiling and assessing player feedback.

SKILLS

Hard Skills: Design Documentation & Creative Writing, JIRA, Confluence, Photoshop.

Soft Skills: Teamwork & Collaboration, Creativity, Adaptability, Enthusiasm!

EDUCATION

Rensselaer Polytechnic Institute, Troy NY — *BS in Games and Simulation Arts and Sciences and Electronic Arts*

2011 - 2015

- Completed a Dual Major in Game Design and Electronic Art.
- Designer for the game Radioland which won 2nd place at GameFest 2015.
- Genericon Sci-fi Convention Staff member from 2012-2015.
- Organized a Hearthstone club from 2014-2015.