

Sarah Weber

(718) 839 - 4657 | sarahecweber@gmail.com | [LinkedIn](#) | [Website](#)

PROFESSIONAL SUMMARY

Narrative & Game Designer with 7+ Years' experience in professional game development, including proven contributions to independent & AAA titles, such as Tom Clancy's The Division: Heartland. Focused specialization in player experience and a drive to create immersive gameplay that will generate a memorable & balanced player encounter, with hands-on experience in Unreal Engine, Snowdrop, and VR systems. Passionate about creating innovative gameplay experiences across emerging platforms with realization, world-building, and meaningful player choices as my top priorities.

AREAS OF EXPERTISE

Game Development Skills: Narrative Design | Mission Design | Gameplay Mechanics | Realization Design
Documentation | Feature Ownership | Player Engagement & Psychology | UX & Player Experience
Multi-Platform Development | Data-Driven Iteration | Agile/Scrum Production | Asset Integration

Additional Skills: Creative Writing | Audio Design | Voice Direction | TV/Video Editing | Live TV Production

TOOLS & TECHNOLOGIES

Unreal Engine | Snowdrop (Proprietary Game Engine) | VR Development | Perforce | Jira | Confluence | SharePoint
Excel | Mira | Figma | Photoshop | PowerPoint | Word | Premiere | After Effects

SHIPPED TITLES

Scraper: Gauntlet – Oculus Rift, HTC Vive, Valve Index, & Windows MR	Released 02/2020
Humans 101 – Oculus Rift, HTC Vive, Valve Index, & Windows MR	Released 08/2019
Scraper: First Strike – Oculus Rift, HTC Vive, Valve Index, Windows MR, & PSVR	Released 11/2018

PROFESSIONAL EXPERIENCE

Red Storm Entertainment (Ubisoft), Cary, NC (Remote)

Intermediate Game Designer

04/2022 – 07/2025

Unannounced Ubisoft Multiplayer Project – PS5, Xbox Series X/S, PC

- Defined designs for online features such as join in progress, invitations & groups, player reputations, etc.
- Designed player skill rating and matchmaking systems to improve competitive balance
- Researched Cross-Play & Cross-Progression requirements for Ubisoft compliance with consoles & PCs.

Tom Clancy's The Division: Heartland – Survival Action Shooter – PS5, Xbox Series X/S, PC

- Acted as Feature Owner to champion designs, run brainstorm sessions, and propose new systems & mechanics.
- Delivered high-risk/high-reward survival systems impacting core gameplay & tension for skilled players
- Balanced health systems with related damaging features & aligned with UX for associated screen effects
- Optimized survival systems to ensure a high value experience for players, and a low impact one for collaborators
- Mentored coworker on design principles, mission conceiving, & player engagement during project downtime
- Contributed 6 character archetype designs, balancing abilities and traits via data and feedback
- Iterated on the base tutorial with health mechanics & player realization to enhance the survival experience.
- Coordinated repeatable endgame content that would ensure both new & returning player retention.

Associate Game Designer

05/2021 – 04/2022

Tom Clancy's The Division: Heartland – Survival Action Shooter – PS5, Xbox Series X/S, PC

- Collaborated cross-functionally to create unique PvEvP gameplay, including quests & player-facing features.
- Utilized the established block objective system to create original quest content & build character missions.

Labrodex Studios, Melville, NY

Sole Narrative Designer

07/2018 – 04/2020

Scraper: Gauntlet – VR Sequel Wave Shooter – Oculus, Vive, Valve, Windows

- Created full dialogue script based on previous game lore with newly designed characters & events
- Recorded & edited VO & SFX for all playable characters and unique enemy NPCs
- Directed & collaborated with voice actors during recording sessions to pinpoint engaging characterization.
- Established UX designs for weapon mods systems, weapon blueprints system, & enemy bestiary within game

Humans 101 - VR UGC Creation w/Comedic Alien Narrative – Oculus, Vive, Valve, Windows

- Concepted & implemented 12+ experiment/minigame designs to foster user-generated content.
- Tested all experiments/minigames in various VR headsets after implementation for quality assurance.
- Researched VR interaction design & difficulty balancing for effective & engaging player challenges.
- Authored & Integrated dialogue/emotion system within engine for distinctive character interactions.

Scraper: First Strike - VR Sci-Fi RPG – Oculus, Vive, Valve, Windows, PSVR

- Edited existing narrative script while refining dialogue pacing between NPCs in excel data tables
- Added mission descriptions & character backgrounds into game's player-facing codex
- Generated lore entries through in-game messages, NPC dialogue, & environmental audio triggers.
- Developed & implemented 30 achievements promoting gameplay for Steam, Oculus, Vive, & PSVR.
- Aligned vision, scope, and priorities with team members by conducting regular narrative meetings

EDUCATION

Bachelor of Science (B.S.), Game Design – Champlain College, Burlington, VT

2014 – 2018

- **Specialization:** Narrative
- **5x Dean's List Recipient | GPA:** 3.5
- **Study Abroad Opportunity:** Montreal, Canada