

AUBREY LYNN ISAACMAN

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University Southern California (USC) MFA, Interactive Media and Game Design (IMGD), 2021

University of California, Santa Cruz (UCSC) BA, Art & Design: Games & Playable Media (AGPM), 2018

SKILLS

| | | | | | | |
|---------------------|------------|-----------------|-------------|-------------------------|-------------------------|-----------------|
| Specialities | Design | Software | Adobe Suite | Github & Perforce (P4V) | Trello | |
| | Production | | Asana | | Google Sheets & Excel | Unity |
| | Writing | | Blender | | Microsoft Visual Studio | Unreal Engine 4 |

PROJECTS

Our First Kiss

2021: Lead Designer and Fabricator

<https://go.lynnfactor.com/ofk>

- a queer, alternative controller game about timing your first kiss on a date at the movies

**Showcased at GDC Experimental Gameplay Workshop 2022 and USC Games Expo 2021

Justin Case: License to Print

2019: Co-Designer, Co-Fabricator

<https://go.lynnfactor.com/justincase>

- a spy themed-escape room designed to teach kids how to use 3D print pens

**Showcased at Two Bit Circus 2019 August Beta Night

everybody's sad

2018: Co-Creative Director & Co-Producer

<https://go.lynnfactor.com/esad>

- a VR experience where the player must attempt to make alive objects happy, but at what cost?

**Nominated for Unity Awards 2019, Best Student Game

**Showcased at Tel Aviv Film Festival 2020, DreamHack 2019, IndieCade 2018, and UCSC Sammy Showcase 2018

EXPERIENCE

Star Stable Entertainment

2021-2022: Non-Combat Game Designer

<https://go.lynnfactor.com/starstable>

- I designed the magic system for Star Stable's unannounced project

Arcologue, Inc.

2021: Interaction and Set Designer

<https://go.lynnfactor.com/arc>

- I designed the gameplay interactions and room layouts for Arcologue's unannounced projects

Two Bit Circus Foundation

2019 & 2020: Game Design & Fabrication Summer Intern

<https://twobitcircus.org>

- I designed games for education and fabricated alternative controllers

TALKS & AWARDS

Speaker, Game Developer's Conference (GDC) 2022

Experimental Gameplay Workshop (EGW)

<https://go.lynnfactor.com/egw22-sched>

- I co-hosted and spoke about the innovative user interface and mechanics of Our First Kiss

Speaker, Game Developer's Conference (GDC) 2019 & 2021

<https://go.lynnfactor.com/gdc2021>

Sexy Microtalks: Making Intimacy, Sex, & Romance in Games

<https://go.lynnfactor.com/gdc2019>

- I hosted a panel of speakers discussing methods for creating different types of intimacy in their games

**Ranked in the top 10% of talks in 2019

AFFILIATIONS

IGDA Active Member

JSIG (co-chair), MHA (co-founder), Romance & Sexuality SIG, LGBTQ+ SIG

Themed Entertainment Association

Next Gen member