

AUBREY LYNN ISAACMAN GAME DESIGNER

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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 Production Writing	Software	Adobe Suite Asana Blender	Github & Perforce (P4V) Google Sheets & Excel Microsoft Visual Studio	Notion Unity, C# Unreal Engine 4
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DESIGN EXPERIENCE

Another Axiom, Gorilla Tag

2023-current: Game Designer

<https://www.gorillatagvr.com/>

- I design new, and improve existing, gameplay systems, and cosmetics for Gorilla Tag's regular updates

Ready at Dawn

2022-2023: Game Designer

<http://www.readyatdawn.com/>

- I designed the gameplay systems for a new, immersive narrative action-adventure VR experience

Star Stable Entertainment

2021-2022: Non-Combat Game Designer

<https://tinyurl.com/starstableent>

- I designed the magic system, social system, and pet systems for Star Stable's unannounced project

Arcologue, Inc.

2021: Interaction and Set Designer

<https://tinyurl.com/arcologue>

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

Two Bit Circus Foundation

2019 & 2020: Game Design & Fabrication Summer Intern

<https://twobitcircus.org>

- I designed escape and puzzle-based games for education, and fabricated alternative controllers

PROJECTS

Our First Kiss

2021: Lead Designer and Fabricator

<https://tinyurl.com/o1stfirst>

- 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**

everybody's sad

2018: Co-Creative Director & Co-Producer

<https://tinyurl.com/everybodyssad>

- 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**

TALKS & AWARDS

Speaker, Game Developer's Conference (GDC) 2022

Experimental Gameplay Workshop (EGW)

<https://tinyurl.com/egw2022>

- 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://tinyurl.com/microtalk2021>

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

<https://tinyurl.com/microtalk2019>

- 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**

FIRST Alumni IGDA Active Member JSIG (co-chair), MHA (co-founder) Long Beach AOP Volunteer TEA Next Gen member