

# Greg Sexauer

Pittsburgh, PA 15213

(814) 823-5902

gregsexauer@gmail.com

[Itch.io Portfolio](#)

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## Narrative/Systems Designer

Studio Name

Location, Studio; 02/20/2021

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## Education

**BA—Digital Narrative & Interactive Design—Game Design**

University of Pittsburgh

**Ongoing**

Pittsburgh, PA

**BA—Politics & Philosophy**

University of Pittsburgh

**Ongoing**

Pittsburgh, PA

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## Technical Skills

**Unity**—Adept

**C++/C#**—Adept

**Java**—Adept

**Python**—Adept

**GIMP**—Apprentice

**Audacity**—Apprentice

**InDesign**—Apprentice

**HTML**—Novice

## Previous Positions

**Lead Designer/Senior Developer**

Concrete Games; 2021-Present

**Vice President**

Bodies of Diversity, College of Wooster; 2018

**Assistant Manager**

Kwik Fill, 3360 W 38th St, Erie, PA; 2019

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## Past Achievements

**University of Pittsburgh**

Dean's List; Fall 2019-Present

**College of Wooster**

Dean's List; Fall 2016

**McDowell High School**

Graduated Summa Cum Laude; 2016

4.2 Weighted, 3.75 Unweighted GPA

National and Local Awards in Creative Writing

Policy Debate Captain, Speech and Debate

Secretary, Mock Trial Team

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## Miscellaneous

**Design Philosophy:** Gameplay and narrative are two sides of the same coin; mechanics and story should work together towards a harmonious experience.

**Favorite Games:** Disco Elysium, Katamari Damacy, Super Smash Bros. Melee, Outer Wilds, Metal Gear Solid 2: Sons of Liberty, Fallout: New Vegas, Super Mario Sunshine, Stardew Valley, Dark Souls

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**February 20, 2021**

Game Development Studio  
999 9th Ave.  
Location, Studio 99999

Dear Hiring Manager:

If recent discourse about *The Last of Us Part II* has taught us anything, it is that video games still have a lot of room to grow as an artistic medium. This is true both for consumers and reception of artistic decisions, and for producers and working conditions. As a consumer of video games, I admire the artistic decisions your studio has made in [Game]; and, as a potential member of your production team, I respect your no-crunch policy.

Your recent posting indicated that you are looking for a designer. Strong design is paramount for artistic direction. A coherent design philosophy can break the difference between an average, iterative title, and a game that truly challenges the medium, setting standards for years to come.

Studying Politics & Philosophy at the University of Pittsburgh opened my eyes to the use of dynamic systems as a means to represent the world. Additionally, studying Digital Narratives & Interactive Design taught me how to write compelling stories, as well as the technical skills required to design and develop video games. Though my expertise lies in designing systemic game mechanics which compliment narrative goals, I am also proficient in writing code, so I will be able to work as a programmer as well.

I would love the opportunity to discuss your studio's needs in person, online, or over a phone call.

Sincerely,

Greg Sexauer