

WADE HENRICKSEN

Redmond, WA 98052

509.216.3509

darktreemedia.com

wade@darktreemedia.com

SKILL SET: Design

- ❖ 2 years of professional game design experience
- ❖ C# scripting
- ❖ Systems design on a product that has 75k monthly active users
- ❖ Design documentation
- ❖ Lifelong passion for Nintendo products and games

SOFTWARE + SCRIPTING

3D: Unity, Valve Hammer Editor, UDK + Kismet, QuArk
2D: Game Maker, ChatMapper
Scripting: C#, GML, HTML + CSS
Familiar: Radiant, Flash + AS2/3, Python
Editing: Premiere/AfterEffects, Photoshop, Virtual Dub
Other: Asana, Office, TortoiseSVN

WORK

Parker at Nintendo, Associate Product Tester II Jun 2016 - Current
Redmond, WA

- ❖ Identify and report programming errors and anomalies
- ❖ Text check and proofreading
- ❖ Execute test-plan assignments and test cases
- ❖ Provide support to entry-level testers

Kooapps, Associate Game Designer Apr 2014 – Aug 2016
Redmond, WA

- ❖ Feature design for mobile titles
- ❖ Manage international art and dev teams
- ❖ Level design for mobile tower defense
- ❖ Economy balancing on a sim game

PROJECTS

Misc. Nintendo games and hardware, Assoc. Product Tester II Jun 2016 – Current
Nintendo 3DS & Nintendo Switch

- ❖ Contribution: Script debugging, bug testing, proofreading
- ❖ Utilities: Visual Studio, MCAT, JIRA

Pocket Family, feature designer / producer Aug 2015 – Jun 2016
Quest-based house-building sim game for iOS

- ❖ Contribution: producer, feature & quest design, economy balance
- ❖ Utilities: Photoshop, Word, Excel, Asana

Save the Cave, level designer / producer Apr 2014 – Aug 2015
Multiplayer tower defense for mobile devices

- ❖ Contribution: producer, feature design, level design
- ❖ Utilities: proprietary map editor, Word, Excel, Asana

Water Power: Pocket!, solo game design project 2013
Liquid simulation puzzle game for mobile devices

- ❖ Contribution: producer, feature design, level design
- ❖ Utilities: Unity, C#, Photoshop

EDUCATION

Bachelor of Arts in Game Design Class of 2014
DigiPen Institute of Technology • Redmond, WA