Melanie Harke
SENIOR GAME DESIGN MANAGER

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Make games that inspire a kinder and more thoughtful world.

Experience

Senior Game Design Manager, Schell Games, 2005-Present

Mobile & Web

Project Director & Designer – Daniel Tiger Games, PBSKIDS.ORG, 2014-Present
Mobile & web-based games teaching Social & Emotional Learning concepts w/Daniel Tiger IP
- Oversee ongoing development & maintenance updates of games
- Fostered a close working relationship with clients: Fred Rogers Productions & PBSKIDS
- Led development for the following games: *Spin & Sing, Neighbor Day, Hide & Seek, Birthday Buddy, Dance Party, Guess the Feeling, Classroom Helpers, & Barnyard Match*

Project Director & Designer – Hero Elementary Games, Twin Cities PBS, 2020
2 mobile and web based games for Hero Elementary IP
- Designed an inclusive player character creator based on the show IP
- Worked with brand bibles and stakeholders to develop games before the show release
- Established client relations and processes

Designer & Artist – Starfishers, Schell Games, 2017 (Unreleased)
Introductory chemistry (atoms and molecules) iPad game for 2-4 year olds
- Established look and feel for a prototype experience

Project Director & Designer – Osmo Monster Expansion, OSMO, 2016
Interactive storybook & drawing game for Osmo game system targeting ages 4-9
- Led expansion adding adventures and rooms for the players to draw and create

Project Director & Designer - Peg+Cat Games, PBSKIDS.ORG, 2015-2016
Small mobile & web-based games teaching math & problem solving concept w/Peg+Cat IP
- Led development on games: Symmetry Painter, Music Maker, Don't Go Bananas!, Hair Salon, & Mega Mall
- Led creative planning & feedback sessions w/ Fred Rogers Productions & PBSKIDS & 100 Chickens

Project Director & Designer –Daniel Tiger Stop & Go Potty, Fred Rogers Prod. & PBSKids, 2014-2015
Mobile Potty Training game w/Daniel Tiger's Neighborhood IP
- Led efforts to pitch and develop this game along with Fred Rogers Productions & PBSKIDS

Design Director - The World of Lexica, Amplify Learning, 2014
Mobile game focused on reading and literacy
- Collaborated with developers and client to develop a narrative driven experience
- Worked with Amplify Learning to manage the design and integration of external studio content

Virtual Reality

Project Director & Designer - Lost Recipes VR, Oculus Education, 2021
A relaxing historical cooking simulator featuring 3 different authentic kitchens
- Worked with domain experts and native speaker voice actors to ensure authenticity

Project Director & Designer - VR Therapy Experience, Client Undisclosed (NDA), 2020-2021
A therapeutic, relaxing, and buttonless VR game using proprietary hardware
- Coordinated playtesting during a global pandemic

Location Based Entertainment

Scene Designer - Theme Park Ride, Client Undisclosed(NDA), 2018-2019
- Level Designer and scene owner for a major part of interactive theme park attraction

Design Director –Cruise Ship AR experiences, Client Undisclosed (NDA), 2017-2018
- Coordinated design for multiple teams creating interactive AR games
- Worked closely with client to develop a personalized and interactive avatar system for guests

Designer & Programmer - Theme Park Ride, Client Undisclosed(NDA), 2006-2008
- Level Designer, scene owner, and programmer for a major part of interactive theme park attraction

Skills

Game Design
- Educational Games
- Early Childhood Education
- Level design, whiteboxing, event scripting, & pacing
- Systems design, prototyping and balancing
- Content design and implementation
- Storyboarding & visual design docs
- Accessibility planning and iteration
- Dialogue & copywriting and working with voice talent
- Experienced in varied platforms: Mobile, VR, Location Based, etc
- Planning and running playtests
- Universal Design for Learning

Project Management
- RFPs & pitching games
- Budgeting and scope planning
- Collaborating and processing feedback with clients and stakeholders
- Schedule planning
- Directing and delegating teams ranging from 4 to 20+ people
- Communicating development progress with studio management
- Participate in speaking engagements and conferences
- Coordinating design integration with 3rd party content

Employee Management
- Managing Full-Time and Intern designers
- Career objective planning
- 360 peer evaluations & assessments

Tools
- Unreal + Blueprints
- Unity
- Springroll (PBSkids)
- GitHub
- Perforce & SVN
- Adobe Suite / Photoshop
- Procreate
- Jira
- Google Docs

Education

Carnegie Mellon University
• Masters in Entertainment Technology (2008)
• BS in Computer Science (2006)