SABRINA YAM

GAME DESIGNER

Sabrina Yam is a game designer and writer with 4+ years of experience creating unforgettable interactive moments.

WORK EXPERIENCE

July 2021 - Current
Walt Disney Imagineering, R&D
CONVERSATIONAL DESIGNER, working with a team of writers and designers to bring characters and experiences to life.

Nov 2018 - July 2021
Embodied Inc.
GAME DESIGNER for Moxie, a social development and learning robot for children ages 6 to 9.

Nov 2018 - Current
Fallout Cascadia
WRITER on a 12 person writing team for a major character of an extensive Fallout mod set in the wastelands of Seattle.

May 2017 - Jan 2019
Chrysalis (Oculus Launchpad Project)
NARRATIVE LEAD AND GAME DESIGNER on an 8 person team for a VR underwater sci-fi adventure.

May 2016 - Jan 2019
Way of the Wolf & *Second Nature*
NARRATIVE LEAD on two USC Games capstone projects, a stealth action game and a 2.5D couch co-op game.

TOOLS

Writing and Designing for Established IP
Narrative Branching Tools (Twine)
Proprietary Scripting Languages
Jira
Github and Gitlab
Confluence
Unreal Engine
Basics of C++, C#
Screenwriting

EDUCATION

2014 - 2018
BA, Interactive Media and Game Design
University of Southern California

CONTACT

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GAME DESIGN

- **Designed, wrote, and implemented content across a variety of platforms,** including chatbot and robotics, virtual reality, and theme park experiences.
- **Pitched and wrote modules that centered the core messaging of our product** on kindness and learning - content that represented product strength in demonstrations to investors.
- **Authored design documents** that detailed mechanics, gameplay and rewards progression, **and highlighted ideal sample interactions.**
- **Prototyped interactions** in narrative branching tools and scripting languages.
- **Defined characters through dialogue, personality, and narrative arcs,** creating core storylines and interactions through organic conversation.
- **Created unique environments,** crafting for readability and progression while also encouraging exploration.
- **Working in a dynamic, fast-paced efficient iterative cycle** suitable for constant live updates, consistently testing and fixing bugs to address feedback from users.
- Pitched and developed mechanics and narrative content for **multimedia play.**
- **Wrote a database of play-testing scenarios,** maintaining an efficient writer-forward system for collecting data and streamlining bug-fixing and iterating our content.
- **Created and maintained a system for global questions,** allowing guests to onboard themselves to the character and the experience on their own terms, in a casual and accessible way.
- **Scripted and authored** a final ending interaction for the character, closing out the experience as a whole.

PRODUCTION

- **Attained mastery of proprietary tools** used for writing branching narrative content.
- **Directed** animation and vocal performance.
- **Wrote and maintained detailed documentation** on two proprietary tools, integrating said documents into the current on-boarding process at Embodied.
- **Streamlined communication** between the tools and content teams by establishing myself as **a point of contact for testing, debugging, and improving tools.**
- **Play-tested and polished content** and provided support to the quality assurance team through submitting bug reports with details to reproduce issues.

LEADERSHIP AND COLLABORATION

- **Oversaw on-boarding of junior members** to team, **supervising, mentoring, and advocating for their growth.**
- Recruited members of the team, **filtering resumes and leading interviews.**
- **Spearheaded efforts to establish a mentorship program** that would improve on-boarding new hires and provide better support to integrate them into the team.
- **Led workshops, technical instruction,** and meetings to **improve communication and efficiency** in the production pipeline.
- **Worked closely with the robot Moxie's voice actress,** directing recording sessions to bring more emotions and vocal expression to Moxie.
- **Established and streamlined yorkflow** between the content team, editorial, and therapy team at Embodied, which **improved rate and quality of polishing content.**
- **Collaborated with all departments** to maintain consistent content growth and improvements to our product.