

ISAAC MESSINGER

GAME DESIGNER & DEVELOPER

Contact

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Skills

- Project Management
- Game Mechanic & Level Design
- Critical Thinking
- Adaptability
- Team Management & Communication
- Creative Writing

Awards

- Juvenile
 - 2025 Colliagate Games Challenge: Cinematic Winner & Interactive Finalist
 - 2025 SCAD Entelechy Awards: Best in Show, Best Animation, & 4x Finalist in other categories
- Outer Plates
 - 2025 SCAD Entelechy Awards: Best in Show, Best Level Design, & 3x Winner in other categories
- Inflamed - Global Game Jam
 - SCAD Chapter Best in Show
 - State of Georgia Best in Show

Education

Savannah College of Art and Design Graduated with Honors - May 2025

BFA in Interactive Design and
Game Development (ITGM)

Proficiency

- Unreal Engine
- Unity
- Adobe Suite
- Perforce
- Agile Production Pipeline
- Jira Production Pipeline

Professional Experience

- Electronic Arts - AI in Game Development** **January 2025 - March 2025**
 - Internship. Narrative & Design Lead.
 - Created narrative on the future game dev process & how AI will help it evolve.
 - Result: Professional presentation & positive feedback from EA.
- Stride Learning Inc. - Story Keepers** **September 2023 - January 2024**
 - Internship. Project Lead, Client Liaison & Design Lead. Developed interactive experience for French Revolution curriculum.
 - Jira production workflow.
 - Concepted and designed mini-games and game economy based on the given curriculum.
 - Result: Project shipped and used by Stride clients.

Projects

- Juvenate - Project Owner and Design Lead.** **August 2024 - May 2025**
 - Collegiate Game Challenge Cinematic Winner and Interactive Finalist.
 - Lead a team of 19. Designed levels and mechanics based on 2D and 3D situations for a single player experience.
 - 2.5D Action-platformer with a mix of traversal, combat, and puzzles.
 - Shipped on Steam.
- Outer Plates - Level and Systems Designer** **March 2024 - May 2024**
 - Created & balanced the mid-game, level design, and mechanic & dynamic design for a local multi-player experience.
 - Won 5 Entelechy awards, including Best Level Design & Best in Show.
- Inflamed - Producer and Level Designer** **January 2024 - March 2024**
 - 10-person team competed with 225+ SCAD students.
 - Concepted and designed levels for a game based on laughter.
 - 2024 Global Game Jam winner for the State of Georgia.
- Game Development Network - President & Officer** **August 2023 - May 2025**
 - President, 2024-2025:** Responsible for organizing and leading meetings and events. Encouraged cooperation and communication between all academic clubs to maximize student body participation and learning.
 - NoobJam 2024:** Created & organized this campus-wide event, which targeted underclassmen to foster student involvement. 100+ students competed with 20+ upperclassman volunteers supporting the teams as mentors.