Calder Swiderski

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Experience

USC Games - Design Lead
05/2024 - Current
Los Angeles, CA

- Leads a team of four other designers on the game *Art House*, assigning tasks as needed and working collaboratively on level design, enemy design, ability design, and more.
- Coordinates closely with other departments, like Engineering and Usability, to facilitate a smooth development process.
- Utilizes weekly playtest feedback to refine current design implementations.

Natural History Museum of Los Angeles County - Special Assistant
08/2024 - Current
Los Angeles, CA

- Works closely with manager to carry out highly specialized tasks around hundreds of thousands of valuable marine specimens that require precision and efficiency.
- Provides integral feedback in meetings with curators and directors, who take said feedback and implement it into the daily workflow.
- Trains new hires in the digitizing process and the numerous policies that ensure the safety of workers and specimens alike.

Natural History Museum of Los Angeles County - Digitizer
09/2022 - 08/2024
Los Angeles, CA

- Worked hands-on with thousands of marine specimens to take the information from their physical labels and digitize it onto computers for public access.
- Facilitated various workplace tasks, such as harvesting images from computers, curating specimens, and arranging the work environment in efficient ways.

Kumon Learning Center - Center Assistant
04/2019 - 08/2022
Grayslake, IL

- Assisted in tutoring young children ages 4-16, graded papers, and helped with daily tasks at the center.
- Took responsibility for the operation of the center when the director was unavailable.
- Took responsibility for the yearly inventory of stock.

Summary

Aspiring Game Designer with experience in various genres of games. Currently being educated at the country's best game design program, working with peers to learn the magic of making video games! Learned many valuable skills from over 5+ years of work experience throughout high school and college.

Skills

- Game design
- Unity
- Figma
- C#
- Maya
- Google Suite
- Leadership
- Project management

Education and Training

Expected in 05/2026
University of Southern California
Los Angeles, CA
Bachelor of Fine Arts: Game Development And Interactive Design

Projects

Art House - Lead Game Designer
Let Him Cook! - Design and Engineering
Light's End - Design and Engineering
fragments - AR/VR Engineering and Design
Lumina - Engineering
Sprouts of Memory - Engineering
Please visit **calderswiderski.com** for more details.