

SABLE KNIGHT

GAMEPLAY PROGRAMMER

Contact

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Education

Bachelor of Arts in Game Design
DigiPen Institute of Technology,
2021

Publications

- "Virtual Reality for Global Climate Leadership" (Special Thanks), *Arsht-Rock Resilience Center*, Sept 2022
- "Environmental Game Design Playbook" (Co-Author), *IGDA Climate SIG*, Apr 2022
- "Climate Conversations" (Technical Designer), *DigiPen*, Apr 2021

Community

- DigiPen Commencement 2021 Student Speaker
- 2020 Student of the Year
- DigiPen Wellness Club Leader
- DigiPen Student Ambassador

Playing with The Trouble, Game Designer

Aug 2023 - Mar 2024 (8 months)

- Engaged and connected with customers and academics to understand needs and design novel solutions to meet them.
- Carried out oral and written instructions from my team, initiated meetings for clarifications and feedback.
- Created rulebooks, components, and other playable materials for 6 existing game designs, and 2 of my own.

Atlantic Council's Climate Resilience Center, Project Assistant

Sept 2021 - June 2022 (10 months)

- Expertly crafted a game to demonstrate how players could learn and take action on climate resilience that was played by ~50 climate leaders.
- Collaboratively researched and synthesized over 100 resources on using games to affect climate behavior. Included academic articles, studies, and similar projects.
- Found more than 75 candidates for climate game grants online and in-person at GDC and interviewed several.

Adept Games, Game Design Intern

May 2020 - Aug 2020 (4 months)

- Planned, discussed risks in daily scrums, presented work in sprint reviews, planned interaction improvements in retrospectives, and offered perspective during backlog refinement.
- Researched existing game systems, designed new, coherent systems, and documented their functionality.
- Researched all product documentation and wrote our own comprehensive product glossary.