

Shelby Barwood

Portfolio: <https://sbarwood.carrd.co>

Itch.io: threepodgames.itch.io | Bluesky: [@threepod](#)

EXPERIENCE

Game Designer

The Soldiers Have Fallen

January 2025

- Designed and released a micro-rpg for the 36-word RPG Jam
- Utilized digital archives to procure open-source images of both World Wars and extensively researched each photo to prevent usage of inflammatory symbols or figures
- Using publishing software, arranged photos to create collages for each of the game's one-word prompts

Voxel Cave

August 2024-Present

- As coursework, used Unreal Blueprints to create a Minecraft-like voxel game with blocks
- Programmed multiple player interact effects including destroying blocks and opening chests, as well as persistent save states
- Used widgets to create UI elements including scrolling toolbars, animated HP hearts, and a game over screen

Narrative Designer

The Silent Oracle

April 2021

- Designed, scripted, and released an interactive fiction game made in Twine
- Wrote a branching critical path with 25 choices and scripted variables, conditional statements, and a hidden affinity system
- Taught myself basic CSS for visual design and used Javascript to add audio settings to existing sourcecode

Zoo Rush!

August 2020

- Developed and released a tabletop micro-RPG for the One-Page RPG Jam 2020
- Designed unique character classes and roleplaying prompts based around the theme of a "Primate House" in order to facilitate the goals of different players
- Iterated on existing RPG mechanics to devise class abilities that fit the aesthetics of the game
- Tailored the game's language, mechanics, and visual design to appeal to children ages 9-12

Paws Up Pet Sitting

Self-Employed, Troy, AL

June 2016-January 2020

- Ran own small business as a pet caregiver and house sitter
- Responsible for pet training, basic veterinary care, housekeeping, and sanitation duties
- Developed strong customer service and cash handling skills, with a heavy focus on communication and open dialogue with clients

PROFILE

I'm a friendly and flexible narrative designer who absorbs new information quickly and has 8 years of experience writing and editing speculative fiction and fantasy.

I'm eagerly seeking opportunities to transition into games and grow my narrative design skills with forward-thinking studios who value equity and inclusion.

SKILLS

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|-------------------------|-----------------------|
| • Branching Narrative | • Dialogue Writing |
| • Character Design | • Lore Documentation |
| • Quest Design | • Speculative Fiction |
| • Critical Analysis | • Archival Research |
| • Active Listening | • Editing |
| • Constructive Critique | • Proofreading |

PROFICIENCIES

- | | |
|---------------------|--------------------|
| • Unreal Blueprints | • CSS |
| • Twine | • Canva |
| • Javascript | • English Grammar |
| • Microsoft Excel | • Tiktok & Youtube |
| • Microsoft Word | • Google Search |

EDUCATION

Bachelor's Degree in English

Troy University - Troy, AL

August 2008 - December 2013

Certificate in Teaching English to Speakers of Other Languages

Trinity College London - Prague, Czech Republic

March 2015

VOLUNTEER WORK

Mentor

Big Brothers Big Sisters of Alabama - Troy, AL

2009-2011

- Tutored children ages 8-10 in English, Social Studies, and Math
- Planned age-appropriate day trips for children ages 8-10
- With a team, supervised sports activities for up to 50 children