

# SCOTT JON SIEGEL

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## Work Experience in Games and New Media:

### **Game Designer**, Playdom/Disney.

Draft detailed specifications, and work closely with teams to deliver core mechanics, user experience, and written content for Playdom's most successful title launches; Game Designer on Gardens of Time; Design Lead on City of Wonder; September, 2009 to present; Palo Alto, CA.

### **Game Designer**, Zynga.

Conceptualized and oversaw improvements to social games; drafted specifications, wireframes and other documentation for casual titles; Lead Designer on Word Scramble; Contributing Designer on Café World; June, 2008 to August, 2009; San Francisco, CA.

### **Game Designer / Columnist**, The Escapist.

Designed non-digital games with creative mechanics for monthly online column; wrote detailed post-mortems on design processes; July, 2007 to November, 2008.

### **Game Design Intern**, area/code.

Assisted in the development and playtesting of casual games, large-scale urban games, and ARGs; wrote creative copy for Sharkrunners; collaborated in design of Chain Factor; maintained company's blog; summers 2006, 2007; New York, NY.

### **Blogger / Columnist**, Joystiq.com.

Compose daily news reports, features, event coverage, and interviews for prominent video game blog; focus on non-digital games in bi-weekly column "Off the Grid"; September, 2006 to June, 2008.

## Community Involvement:

### **Volunteer**, Come Out & Play Festival.

Assisted in design and presentation of area/code's Crossroads for two-day urban gaming event; September, 2006; New York, NY.

### **Volunteer**, PEN American Center.

Assisted event coordinators for PEN's State of Emergency, a series of readings by renowned international authors; November, 2005. New York, NY.

### **Member**, International Game Developers Association 2006 to present.

## Education:

### **Bard College**, Annandale-on-Hudson, NY USA.

Four years studying Literature and the Integrated Arts with a concentration in Game Design; B.A. received May, 2007.

### **University College Dublin**, Dublin, Ireland.

One semester as an international student studying English and Linguistics; January, 2006 to May, 2006.

### **L'Institut de Touraine**, Tours, France.

Four-week, intensive French program involving one hundred and twenty hours in-class and home-stay; June, 2005.

## Awards and Recognition:

### **30 Under 30**, Develop Magazine.

Selected for Develop Magazine's annual list of "rising stars" in game development under the age of 30; December, 2010.

### **Speaker / Jury**, Gotland Game Conference.

Presented "David vs. GoliathVille" for Gotland University's first ever game conference; Jury member for student game awards; May, 2011.

### **Speaker / Panelist**, GDC 2011.

Presented "City of Wonder Postmortem" for Social & Online Games Summit; Spoke as part of "Social Game Developers Rant" panel for main conference; March, 2011.

### **Track Keynote Speaker**, MIGS 2010.

Delivered keynote for the Game Design Track at the 2010 Montreal International Game Summit: "David vs. GoliathVille: A Call to Arms for Indie Social Game Developers"; November, 2010.

### **Keynote Speaker**, Jalloo Festival.

Presented keynote on the topic of social game design, and the state of the social games industry, for student animation and gaming festival; June, 2010.

### **Speaker**, MIGS 2009.

Presented at the Montreal International Game Summit: "Long-Tail Game Design: Building Games for Social Networks"; November, 2009.

### **IGDA Student Scholar**, GDC 2007.

Competitively-selected IGDA student scholar for Game Developers Conference in San Francisco; January, 2007.