

Scott Jon Siegel // scott@numberless.net

Work Experience in Games and New Media:

Associate Game Designer, Zynga.

Conceptualize and oversee improvements to social games; draft specifications, wireframes and other documentations for casual titles; June, 2008 to present; San Francisco, CA.

Game Designer / Columnist, The Escapist.

Design non-digital games with creative mechanics for monthly online column; write detailed post-mortems on design processes; July, 2007 to present.

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.

Independent Game Designer, Sqube, Network, etc.

Design gameplay mechanics, UI for personal projects; playtest and iterate to construct original play experiences for digital and non-digital platforms; November, 2005 to present.

Correspondent, GamePolitics.com.

Contributed news coverage to popular political games blog; September, 2005 to May, 2006.

Blogger, numberless.net.

Maintain personal website about game design, the game industry, and technology; update regularly; March, 2004 to present.

Webmaster, Heroine-Sheik.com.

Designed and maintain Village Voice blog focused on gender and sexuality issues in tech culture; April, 2005 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:

IGDA Student Scholar, GDC 2007.

Competitively-selected IGDA student scholar for the Game Developers Conference in San Francisco; paired with industry mentor Lasse Seppänen; toured local studio; responsible for post-conference write-up; January, 2007.

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.

Founder / Club Head, bard xy.

Founded Bard College video game club; organized weekly meetings and tournaments to foster gaming community; Spring 2004 to Spring 2006; Annandale-on-Hudson, NY.

Club Head, Noire.

Co-ran Bard's club for sexuality and sexual identity; organized educational events and film screenings; Fall 2004 to Spring 2005; Annandale-on-Hudson, 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.