

Shelly Warmuth

Freelance Writer

gamenotebooks@gmail.com

Summary

The game industry is changing all the time; a constantly morphing bundle of technology, story, art, and mechanics. Writing a playable game, designing a game that keeps up and supersedes this constant flow is art. My goal is to never stop improving on that art and improving on the experience of our players.

Specialties

First Person storylines in an action RPG format. Story development that uses the environment and the antagonist to tell the story, not cinematics.

Experience

Plasma Center Technician at Baxter Healthcare

April 2009 - Present (1 year 1 month)

Prepare and teach donors about health care subjects regarding plasma donation and keeping themselves healthy for donation.

Perform labs and vitals to determine donor eligibility.

Currently working toward the implementation of a program for the use of proper ergonomics and body mechanics in the workplace, as well as the implementation of the Fish Philosophy, a method of using play in the workplace to improve productivity, employee retention and satisfaction, and customer experience.

Active Member at IGDA Wisconsin

March 2009 - Present (1 year 2 months)

Attends IGDA chapter meetings and participates in industry events in and around WI. Attends the Webinar series. Writes articles and updates for Gamasutra and for people unable to attend the events. Notes are available upon request for anyone who asks. Shares information and good times with other game developers and game development students in WI.

Game Writer at Freelance

September 2008 - Present (1 year 8 months)

Designed two games for Humana Games 4 Health's InsertCoin. Both games received Top 5 honors. One game, with the working title "Dance Class" won First Place. The contest required a one page Pitch Document and a Design Document for each.

The Heart of the Team; an article on SCRUM:

http://www.gamasutra.com/blogs/ShellyWarmuth/20091011/3294/The_Heart_of_the_Team.php

Video Games and Alzheimer's; a research article on improving and maintaining brain health using video games:

http://www.gamasutra.com/blogs/ShellyWarmuth/20091105/3483/Alzheimers_and_Video_Games.php

Immersion Takes the Team; an article on immersive play:

http://www.gamasutra.com/blogs/ShellyWarmuth/20100210/4382/Immersion_Takes_The_Team.php

'Don't Get Married?'; an essay about the affect of crunch times on relationships:

http://www.gamasutra.com/blogs/ShellyWarmuth/20100331/4819/Dont_Get_Married.php

Attendee at Midwest Regional Game Fair Attendee 2010

March 2010 - March 2010

Attended sessions from three speakers:

Billy Sweetman of Frozen Codebase regarding Prototyping.

Ben Geisler; Founder and Executive Producer of Frozen Codebase, regarding Trends in the Game Industry.

Rev. Norb Rozek: Founding Member at Frozen Codebase gave a talk titled: How Not to Appear Completely Brain Damaged When Applying For A Job in the Game Industry.

Milwaukee Video Game Examiner at Examiner.com

October 2009 - February 2010 (5 months)

Wrote articles on the latest news, events, and trends in the gaming industry.

Game Fair Attendee at ITT Technical Institute

2009 - 2009

Attended talks by:

Scott Langtau, Spark Studios; Promoting SCRUM and game development. I've gone on to use a version of SCRUM as a freelancer and wrote an article which has been quoted in Clinton Keith's book: Agile Game Development With Scrum.

Mark, Human Head Studios: Spoke about art work and working with publishers.

Video Game Designer at HG4H InsertCoin

July 2009 - December 2009 (6 months)

First place winner for one game with a second game in the top 5. Designed two video games that

were innovative and fun to encourage healthy habits and exercise.

Owner, Balloon Artist at Bay City Balloons

June 2007 - December 2009 (2 years 7 months)

Meeting with Event Coordinators to discuss decoration and entertainment needs.

Planning decor and creating a cost analysis.

Purchasing necessary supplies, preparing and set-up, managing 2 employees.

Accounts Receivable and Payable.

Providing balloon decor and balloon sculpture entertainment for children of all ages. Decor includes arches, columns, ceiling decor, unique decor, stand-up characters, balloon sculptures, molded figures, and bouquets.

Clean up after events.

Student at Game Design Concepts class

June 2009 - September 2009 (4 months)

Ian Schrieber offered a 20 level online class in Game Design Concepts during the summer of 2009. Using three text books and several online resources, the class focused heavily on strong play mechanics and prototyping primarily from the viewpoint of board games because if the mechanics aren't strong, no amount of sound and graphics will improve the game.

Assistant Floorcoverings Manager at Menards

April 2004 - June 2007 (3 years 3 months)

Improved our department by encouraging staff and friendly competition among staff so that we earned the "Big Dog" award several months running. Our floorcoverings department hadn't earned that award in over a year prior to my presence on the job.

Managed 6 staff members.

Created schedules.

Attended manager meetings and passed information on to staff to keep them informed at all times.

Developed and ran department meetings which included some education.

Trained new employees.

Handle customer complaints.

Customer service including teaching and helping a customer to choose the right floorcovering to meet their needs. Assisted customer in learning all they needed to know to install their new floor and to get all the necessary materials to complete the job.

Education

Ian Schreiber's Game Design Concepts

Game Design Concepts, 2009 - 2009

Activities and Societies: Ian Schreiber offered a 20 level online class in Game Design Concepts during the summer of 2009. Using three text books and several online resources, the class focused heavily on strong play mechanics and prototyping primarily from the viewpoint of board games because if the mechanics aren't strong, no amount of sound and graphics will improve the game.

Deaconess School of Nursing

Diploma RN, RN, 1982 - 1985

Activities and Societies: I graduated with a 3.0 average and went on to work as an RN in OB and NICU for 15 years working both in large research facilities and small rural hospitals.

DP Challenge

None, Game Design Concepts, 2009

Activities and Societies: The DP Challenge teaches participants to deconstruct the Top 100 games on their console(s) to learn concepts of good, and poor, design. My essays for the challenge can be found posted on both my website: <http://www.shellywarmuth.com/dp-challenge.php> and on my Game Informer Blog: <http://gameinformer.com/members/Kalysren/blogs/default.aspx>

http://www.dpfiles.com/dpfileswiki/index.php?title=THE_DP_CHALLENGE

Honors and Awards

1st Place for Game Design submitted to HG4H's InsertCoin. Two games were submitted--one received first place honor. The second was in the top five.

Quoted in Clinton Keith's new book, Agile Game Development with Scrum.

Interests

When I'm not writing, I'm usually playing. I also craft, quilt and sew; fly stunt kites; and follow many New Age pursuits including Tarot, Astrology, and read. I believe Knowledge is Power, so I'm constantly learning.

Shelly Warmuth

Freelance Writer

gamenotebooks@gmail.com



[Contact Shelly on LinkedIn](#)