

annie dickerson

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what i've done

01.2011 – 06.2011

Lead Programmer | Lead Artist

Blokhead | VFS Student Project

- Designed game mechanics, created art assets, and scripted gameplay events using the Unity development engine.

10.2009 – 06.2010

Interactive Content Producer

ARTSEDGE | Washington, DC

- Created interactive games and media tools integrating the arts into the K-12 curriculum.
- Served as lead game designer on the Step Right Up music theory games.

06.2009 – 09.2009

Educational Game Designer

Clairvoyant Technologies | Washington, DC

- Designed minigames and created art assets for Pi's Kingdom, a Flash game targeting elementary school math skills.

06.2007 – 06.2009

Elementary School Teacher

Prince George's County Public Schools, MD

- Led students to achieve 2.5 years of growth in reading within one year.
- Designed interactive cross-curricular games, activities, and lessons.
- Served as grade-level chairperson and content team leader.

tools i use



Unity | Unreal | Illustrator | Photoshop | Flash | Actionscript 3 | C Sharp

what i've studied

2010 – 2011

Game Design

Vancouver Film School | Vancouver, BC

2003 – 2007

B.A. in Psychology

University of Pennsylvania | Philadelphia, PA

things i love

logic puzzles | experimental cooking | paddleboarding | musical instruments
Street Fighter | creative writing | ketchup | biking | dogs | serial commas | puns