

Raeda Baird

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AWARDS

BostonFIG Chosen Presenter	December 2024
Dean's List , Worcester Polytechnic Institute	February 2021 – May 2024
Silver National Medal for Short Stories , Scholastic Art and Writing Awards	March 2021

EXPERIENCE

Teaching Assistant , Worcester Polytechnic Institute	August 2024 – December 2024
<ul style="list-style-type: none">Lead students in worldbuilding exercises to help them combine learned methods with creativity.Aided students in formatting and editing creative writing and worldbuilding documents.	
Producer , MassDigi, Uh Oh, AI!, Match-3 Mobile Game	May 2024 – July 2024
<ul style="list-style-type: none">Lead communication across disciplines for a mobile game from ideation to shipment.Managed SCRUM, daily workloads, and de-scoping to enhance a team's organization and efficiency.	

PROJECTS

Once Upon A ___ , Narrative designer, 2D Puzzle Platformer	October 2024 – Ongoing
<ul style="list-style-type: none">Crafted a story that doubles as a puzzle to mirror the process of grappling with a difficult situation.Designed innovative levels with word-based mechanics to produce an imaginative puzzle platformer.Collaborated with programming team in a hybrid environment to form a seamless work experience.	
And the World Went Dark , Narrative Designer and Producer, Turn-based Roguelite	December 2023 – Ongoing
<ul style="list-style-type: none">Created a complex world and storyline for a medium-sized rogue-like game.Led weekly team meetings to monitor progress and generate new ideas.Developed backstories and character designs for four unique lead characters.Researched trauma and trauma responses to delicately handle character growth and regression.Authored an engaging script for in-game dialogue and 80 lore-heavy item descriptions.	
Interactive Qualifying Project , Bison Community: Kobe, Japan	October 2023 – December 2023
<ul style="list-style-type: none">Constructed houses to aid the wider Kobe area with sustainable architecture.Conducted professional interviews with artists to compile a list of factors driving creativity.Designed and presented a website to display information about a construction community in Kobe.	
Banished , Narrative Designer and Producer, Twine Game	August 2023 - October 2023
<ul style="list-style-type: none">Oversaw the narrative production of a story-based Twine game.Collaborated with the programming lead to implement decisions that created impactful player choices.Designed 4 complex lead character storylines and 7 distinct supporting character subplots.	
Mind Dragons , 2D puzzle action RPG, Independent Developer	March 2023 - May 2023
<ul style="list-style-type: none">Taught myself the language Lua and the framework Love2D to create a game system and design a demo for a narrative-based platforming game about teens with mental health problems.Drew and designed 4 distinct characters with realistic backstories and relationships.Researched how to ethically discuss topics of mental health in interactive media.	

SKILLS

Game Development: Level Design, Quest Logic, Digital Game Design, Character Writing for Interactive Media, Worldbuilding, Creative Writing, 2D Animation, Game Audio, Object-Oriented Design Concepts
Software: Unity, Unreal, Godot, Dialogic, Adobe products, Krita, Word, PowerPoint, Excel
Languages: C#, C++, Unreal Blueprint, Java, JavaScript, Python, Lua

EDUCATION

Worcester Polytechnic Institute (WPI) , Worcester, MA	
Bachelor of Arts in Media and Game Design/Concentration in Narrative Design, GPA 3.9/4.0	March 2025