

Hale Walls

Burlington, VT | 413-727-6177 | halewalls100@gmail.com | [Portfolio Website](#)

TOOL PROFICIENCIES

- Unity; Unreal Engine
 - Renpy; Inky; YouMeScript
 - Adobe Illustrator; Google Suite
 - Maya; ProBuilder;
 - Agile; Scrum; Confluence; Jira;
 - Subversion; BitBucket; Github; C++
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EDUCATION

Champlain College, Burlington, VT

Bachelor of Science Degree in Game Design

Aug 2022 - May 2026

- Specializing in Interactive Narrative

Montreal Study Abroad Program

Jan 2025 - May 2025

PROJECTS

Chyma and the Toll of Time | Sand Storm Studio

Sep 2025 - Present

- Worked as Product Owner and Lead Narrative Designer on a small team of developers for an isometric narrative puzzle game based around recording movements and playing them back
- Maintained a steady line of communication between each discipline in order to steadily move all disciplines towards the same direction, overseeing the state of the project weekly through documentation and feedback
- Worked closely with art and sound developers to create a fully fledged narrative experience through environmental and sonic story-telling
- Researched real life examples and situations pertaining to the theme of the game heavily in order to craft a better narrative for the game

Animus | Hard Pill Productions

Jan 2025 - Present

- Worked as narrative designer, writer, mechanics designer, and Product Owner on a small team of developers for a narrative strategy game based around managing your relationships with NPCs
- Designed a character relationship system to enhance player choice and strategy
- Wrote scripts and dialogue with distinctive speech patterns to enhance characterization

The Cafe HOT. Game | Hard Pill Productions

Sep 2025 - Dec 2025

- Worked as artist and level designer on a team of 2 in collaboration with The Cafe HOT. on a first-person shooter themed and stylized around their restaurant for their customer base
 - Created textures and 3D models to craft an accurate presentation of a real life space
 - Enhanced the personality of the space by analyzing thematic elements of The Cafe HOT. brand and incorporating them into the game space in order to maintain brand-game cohesion
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EMPLOYMENT HISTORY

Champlain College, Burlington, VT

Resident Advisor, Paid Position

Aug 2023 – Dec 2024

- Created a safe and comfortable environment for freshmen during their first year of college.
 - Efficiently Dealt with many incidents (including Title IX, roommate mediation, and prejudiced harassment) while also remaining unbiased.
 - Planned out and hosted community and education based events each month with significant turnout.
 - Kept track of the building's budget and actively found ways to make things cheaper than they would have been.
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