

Brett Paufler
Computer Game Design Resume
www.paufler.net

Looking for Opportunity and Guidance in Pursuit of the Next Level

Gaming Experience

Dungeons & Dragons (5+yr): even though the game mechanics were mind-numbingly boring, I played D&D for 5+ years -- mainly due to an irrational desire to level up. In the end, I switched to a sort of solo play with homebrew rules, which turned out being remarkably similar to daydreaming.

Magic the Gathering (3+yr): the limitless strategic options were offset by the cost of cards and the ability of opponents to purchase a win, so my solution was to introduce a communal draw pile.

Civilization IV (2+yr): Shoot! but that computer AI was good. Unfortunately I became a bit of a pacifist and war games were no longer a (philosophically) viable option. On the plus side, this meant I suddenly had way more time to devote to my writing (see daydreaming above).

Writing Experience

Sustained Effort: writing for 7+ years has yielded an extensive portfolio... if a decided lack of published material. But not to worry, that will change soon enough.

The Fine Art of Insinuation: less being more, an open ended insinuation being far more conducive to personal customization than anything explicit: *Nudge-nudge. Wink-wink. If you know what I mean?*

Humorous: Hey, I applied for this job thinking I had a chance. Need I say more?

Work Experience

Loyalty: 22+ years with the same company selling widgets (*info available, though why anyone would wish to learn more about widgets is beyond me*).

Tech Savvy: I ran a paperless office and telecommuted from Hawaii to the mainland for years; and I mean, like, before everyone was doing it. But then, let's be realistic, compared to the average employee at a tech company, I am a genuine card carrying Luddite.

Education Experience

I can BS in Psychology or most any other subject you desire. Try me.

I've even got an Addiction Studies Certificate. And isn't that what this job is all about? Creating an addictive game playing experience by merging compelling storylines with catchy copy, so that players keep on coming back for more. Something like that might require the exact same skill base as required to craft an interesting resume...