

# Arianna A. Goodman

Currently in Annandale, VA | Willing to Relocate  
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## Summary

*An adaptable, hands-on learner who is eager to contribute creativity and critical thinking to the game industry. Specializes in writing and narrative design with a background in programming and research.*

## Experience

January 2017 –  
Present

### **Technical Writer - Office of Housing and Residence Life (GMU)** **Previously Technical Assistant**

- Received a promotion for a high level of initiative and ownership in specialized tasks such as developing better documentation practices in September 2019.
- Managed both user and process documentation on computer imaging and software.
- Pioneered an internal wiki for the Housing IT and University Life departments.
- Communicated between team members, users, and other departments to facilitate debugging through Jira.
- Supported Housing staff with troubleshooting computer and network problems.

January 2019 –  
Present

### **Staff Writer - Fourth Estate at GMU**

- Collaborated with the editor and team to generate article ideas and develop content for a targeted audience.
- Explored concepts related to games and the game industry in a biweekly opinions column.

June 2018 –  
August 2018

### **Java and 3D Game Design Teacher's Assistant - MGTA & Envision (VSGI)**

- Encouraged children in gaining a familiarity with Java and the Unity game engine.
- Monitored and ensured the safety of children during week long summer activities.

January 2018  
-March 2019

### **Undergraduate Research Assistant - Department of Linguistics (GMU)**

- Gathered information on the use of alien languages in fiction under Professor Weinberger.
- Utilized audio-visual editing technology to organize phonological samples.

## Education

George Mason University (GMU) | 2015-2020

**Computer Game Design, BFA;** Minors in Computer Science, Linguistics, and Japanese Studies

Relevant Coursework: Story Design for Computer Games, Independent Study: Narrative Design, Visualization and Computer Game Animation, Advanced Game Design Animation, Game Design Studio, Object-Oriented Programming, Discrete Mathematics, Data Structures, and more.

## Skills

- Scripting/Programming: Python, C#, Java, HTML/CSS
- Documentation: Microsoft Office, Google Suite, Jira
- Other: Unity, 3DS Max, Unreal