

SOPHIA EVANS

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Passionate and motivated narrative writer, social media analyst and game designer with experience in a variety of collaborative environments, directing and supporting in groups from as little as five to twenty plus. Looking to enter into the games industry after developing skills and knowledge through study and research alongside a lifelong love for games.

Experienced in providing quality service and care to clients of all ages, catering to their unique situations, abilities, and goals. Skilled in utilizing imagination and passion for creating rich, interesting stories, characters, and worlds according to project theme and target audience.

EXPERIENCE

04/2022 – CURRENT

MEDICAL RECEPTIONIST, KEDRON WAVELL MEDICAL CENTRE

- Coordinated patient scheduling, check-in, check-out, and payments for billing.
- Managed multi-line phone system and pleasantly greeted patients.
- Organized paperwork such as charts and reports for office and patient needs.
- Managed master calendar and scheduled appointments for providers based on optimal patient loads and clinician availability.
- Referred and screened patients to make best use of resources, triage staff and serve community members.

11/2021 – 12/2021

ADMINISTRATIVE ASSISTANT, VERIFY MEDICO LEGAL SOLUTIONS

- Contracted to produce a comprehensive database of client contracts for the company.
- Conducted online research on contact information for potential and current clients as well as developed an organized, searchable Excel spreadsheet of the data.

03/2021 – 10/2022

EDUCATOR, MCDOWALL OSHC

- Communicated with children's guardians about daily activities, behaviors, and related issues.
- Maintained and fostered positive and constructive interactions with staff and families.
- Promoted physical, academic, and social development by implementing diverse classroom and outside activities.
- Observed children to identify individuals in need of additional support and developed strategies to improve assistance.
- Applied play-based strategies to provide diverse approaches to learning.

01/2020 – 12/2020

LEAD NARRATIVE DESIGNER/AUDIO DESIGNER, 7 SAGES STUDIOS

- Fully developed and published the game Soul Invasion for QUT Capstone Project in a team of seven.
- Used Audacity and Logic Pro X to mix and edit sound effects and compose soundtracks.
- Worked closely with team members to break down project goals into various job duties and tasks.
- Created core game storyline and dialogue scripts aligning with design goals.
- Followed specifications and technical limitations when designing to meet established design and gameplay objectives.

01/2019 – 03/2021

PRIVATE MUSIC TUTOR, TEMPO TUTORING

- Taught a variety of different instruments (piano, guitar, ukulele, singing, drums, brass) to students aged 5-60+ years.
- Planned and prepared individual music lessons to support student needs.
- Explained music theory, aural skills, and fundamental concepts to teach students to understand, analyze, perform, and create music.
- Evaluated student music abilities by providing feedback and written reports.

05/2018 – 10/2018

GAME DESIGN TUTOR, QUEENSLAND ACADEMY FOR CREATIVE INDUSTRIES

- Teaching the art of game design and assisting in the creation of a game by a group of students in a weekly extra-curricular class.
- Encouraging creativity and passion, working effectively as a team, as well as skills in programming, design structure, narrative design, and visual design.
- Assessed students' progress throughout each session and adjusted instructional methods and content focus.

01/2015 – CURRENT

COLLABORATIVE TEXT ADVENTURE GAME WRITER, VARIOUS PLATFORMS

- Designed and ran a variety of Dungeons & Dragons-esque interactive adventure games.
- Created unit storylines, character sheets, stat and EXP systems to suit, and organized player applications and requests.

EDUCATION

DECEMBER 2022

MASTER OF DIGITAL COMMUNICATIONS, QUT

- Gained knowledge in data processing and analysis, data visualisations, and the understanding of data to produce trends and patterns.
- Conducted a major research report analysing the use of gamification in digital applications designed for adults with ADHD.
- Achieved two Executive Dean's Commendations.

DECEMBER 2020

BACHELOR OF GAMES AND INTERACTIVE ENVIRONMENTS (GAME DESIGN), QUT

- Minored in scriptwriting and creative writing; graduated with distinction.
- Developed and refined skills in narrative design, visual design and animation, audio design and game composition, and programming.
- Member of QUT Pokémon Club, Game Development Club, QUT D&D Club, and QUT Esports Club.

DECEMBER 2017

INTERNATIONAL BACCALAUREATE DIPLOMA, QUEENSLAND ACADEMY FOR CREATIVE INDUSTRIES

- Majored in Music - French horn and piano.
- High level subjects: Music, Chemistry, English Literature.
- Awarded Creative Excellence Award in Music.

SKILLS

- Teamwork and Collaboration
- Creative Thinking
- Adaptable and Flexible
- Task Prioritization
- Story Development
- Proofreading
- Microsoft Suite
- Google Analytics
- Programming Languages
- Social Media Platforms
- Language and Tone Customization
- Research Writing

ACTIVITIES

01/2016 – 09/2017

CERTIFICATION III IN VOLUNTEERING

- Completed a Certificate III in Volunteering involving 100+ hours of volunteering at nursing homes, tutoring students, and other such work.

2018 – 2019

QUEENSLAND YOUTH ORCHESTRA 2 (FRENCH HORN 1-3)

- Working with other passionate musicians to perform orchestral works. Played as principal horn leading and representing the horn section; evaluating collaboration as a section to ensure optimal teamwork.

GAMES I ENJOY

- Pokémon
- League of Legends
- Valorant
- Genshin Impact
- World of Warcraft
- Dungeons & Dragons
- Magic: The Gathering
- Teamfight Tactics
- Stardew Valley
- Plants Vs. Zombies
- Phoenix Wright: Ace Attorney
- Castle Crashers

