

AARON BOEHM

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SUMMARY

Accomplished Game Designer with over five years of experience creating dynamic levels and exciting combat encounters for an award-nominated VR title. Expertise in shepherding a concept from beginning to end, while also helping to implement everything from dialogue to animation, ensuring a high-quality release with a focus on providing an excellent player experience.

WORK EXPERIENCE

Freelance Writer | Bloody Disgusting | Austin, TX | Mar 2019 - Present

- Write long-form editorials, lists, critical analyses, retrospectives, and reviews for the video game section of horror website *Bloody Disgusting*, with articles averaging 2,000 pageviews.
- Communicate closely with the editorial team to pitch articles, brainstorm content plans, and fine-tune articles to ensure consistency with the website's tone and voice.
- Adhere to embargo restrictions and deadlines for reviews, making sure to maintain good relationships with publishers providing review codes.
- Guest appearances on *Safe Room* podcast, conducting critical conversations about horror titles with the show's two hosts.

Level Designer | Twisted Pixel Games (Meta) | Austin, TX | Aug 2020 - March 2026

- Partnered with multiple departments – art, animation, audio, design, engineering, and production – to work on level and combat design for *Marvel's Deadpool VR*, nominated for Best AR/VR Game at the 2025 Game Awards.
- Created over 50% of the game's secret levels, taking them from initial concept to blockout to finished product, providing players with a compelling reason to revisit the game.
- Designed encounters for the game's five main narrative levels, taking into account pacing, challenge, combinations of enemies, and arena considerations.
- Worked with our enemy team of programmers, animators, and designers to provide feedback, helping shape enemies so they were more differentiated and readable for the player.
- Design support for the final boss of the game, helping to balance damage values, tweak aggression of combos, and re-conceptualize moments to make the fight feel climactic without being prohibitively challenging.
- Used custom tools to implement dialogue and facial animation for approximately 10% of the overall script in a voice acting-heavy game consisting of over 25,000 total lines.
- Assisted in optimizing levels for performance by adjusting sightlines, tweaking level streaming volumes, and changing encounter enemy caps, ensuring the game would remain performant.
- Using Adobe Premiere, created highlight reels for publishing partners and internal teams, keeping everyone involved up to date on monthly progress.
- Created and updated design documentation using Microsoft Clickup, translating newly added game features into easy-to-understand wiki pages.

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Social Media Coordinator | Twisted Pixel Games | Austin, TX | Dec 2019 - Aug 2020

- Managed company's Facebook, Twitter, and Instagram pages to effectively promote games and further develop the company's online brand.
- Researched company's previous games in order to familiarize myself with historical context and brand voice, making sure social media messaging was cohesive with the studio's identity.
- Responded to inquiries from media outlets and streamers for review codes, coordinating with various outlets to get coverage for our titles.
- Collaborated with Oculus to write two series of developer interviews, posted to the Oculus blog, to promote *Path of the Warrior* and *B-Team*'s Oculus Quest releases.

QA Tester | Twisted Pixel Games | Austin, TX | Oct 2019 - Dec 2019

- Performed ad hoc testing on the VR beat 'em up game *Path of the Warrior* for Oculus Quest and Rift, identifying and documenting bugs in Jira database.
- Analyzed *Path of the Warrior*'s differences in frame rate level by level between the two platforms, helping developers locate areas they needed to focus on for performance issues.
- Performed ad hoc testing on the Quest port of *B-Team* (originally designed for Oculus Go).
- Ensured the functionality of new *B-Team* user interface and performance on new hardware.
- Tested functionality and usability of *B-Team*'s updated in-game tutorial for better engagement of new players

Digital Sales Coordinator | CBS Austin | Austin, TX | Nov 2016 - Oct 2019

- Coordinated with corporate digital team to set up digital advertising campaigns, shepherding campaigns through all stages of implementation on strict deadlines.
- Researched digital marketing efforts and web presence of potential clients to be used by sales associates to ensure sales pitches lined up with client's campaign goals.
- Kept detailed notes on all campaigns, past and present, allowing sales associates to make informed decisions on future campaigns.

Interactive Managing Editor | WLUC TV6 | Marquette, MI | Feb 2014 - August 2016

- Wrote and published news stories online and edited reporters' scripts for news website with millions of monthly pageviews.
- Managed the station's social media to effectively engage users and increase traffic to the website while staying true to the station's identity.
- Collaborated with corporate office after acquisition to transition website to new platform, ensuring seamless experience for news staff and end users.
- Shot, edited, and wrote scripts for video game review show designed to run exclusively on our Facebook page to drive video content engagement.
- Created presentations for biweekly meetings to report growth to station management and brainstorm strategies for increasing traffic and improving social media presence.

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Inventory Specialist | WMSN | Madison, WI | Feb 2013 - Dec 2013

- Scheduled advertisements within commercial breaks for two television stations based on stipulations provided by the client.
- Prioritized advertisement placements based on dollar value and client relationship.
- Verified and produced on-air logs and ensured they contained correct program information.
- Worked with sales executives to ensure proper rates were being assigned to advertisements based on how much has been sold for each time period to maximize revenue.

Electronic Media Tech | University of Wisconsin - Madison | April 2009 - February 2013

- Worked for University of Wisconsin – Madison in their Engineering Media Services division as an Electronic Media Tech.
- Responsible for working camera (both hands-on and remotely), directing camera operators, editing (both live and post production), DVD duplication and creation, equipment routing, using Chyron, running audio boards and studio production setup.
- Experienced at equipment set up and take down during on location shoots.
- Used standard equipment such as tripod, c-stands, lighting equipment, monitors, as well as specialized equipment such as jib arms and steady cams.
- Maintained online database of recordings for class websites using Mediasite program.

SOFTWARE SKILLS

VIDEO GAME ENGINES

- Unreal with Blueprints
- Unity with C#

PRODUCTIVITY

- Microsoft Office Suite & Clickup
- Google Suite
- Jira

VIDEO EDITING

- Adobe Premiere
- Adobe After Effects
- Final Cut Pro
- DVD Studio Pro

EDUCATION

- Austin Community College | Austin, TX | Associate Degree, Game Development - Game Design Specialization | 2018 - 2020
- University of Wisconsin - Madison | Madison, WI | Bachelor of Arts Degree, Communication Arts - Radio, Television, Film | Bachelor of Arts Degree, Philosophy | 2003 - 2007

AWARDS

- Michigan Association of Broadcasters – Best Use of New Media, Market #4 - 2015, 2016
- WLUC TV6 Employee of the Year – 2015
- CBS Austin/Telemundo Austin Employee of the Year – 2018