

# Sarah R Ziebarth

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20srziebarth.wixsite.com/srzebarth

## Producer & VR Narrative Designer

linkedin.com/in/srzebarth

### Project Experience

#### Dread Not, Game Design Development - CS Capstone, Producer

Univeristy of Wisconsin-Stout

October 2024 - present

*Collaborated with and directed a team of fourteen other game design and development students to work on the project*

*Awards: Stout Game Expo 2025 Best Visuals and Audience Choice*

#### Boogie Beyond, Game Design Development - Art Capstone, Producer

Univeristy of Wisconsin-Stout

October 2023 - September 2024

*Collaborated with and directed a team of thirteen other game design and development students to work on the project*

*Awards: Stout Game Expo 2023 Most Anticipated*

#### Apocalypse of the Damned, Theatre Commission, Producer

Univeristy of Wisconsin-Stout

September 2022 - April 2023

*Collaborated with the university theatre department on the creation of a pseudo-game for the spring 2023 musical production of Be More Chill*

*Organized and directed a team of six other game design and development students to work on the project*

### Games Industry Service

#### International Game Developers Association, President

Univeristy of Wisconsin-Stout

April 2021 - April 2024

*Organized weekly meetings featuring industry speakers, playtesting, and resume/portfolio/project feedback*

*Organized biannual game jams and trips to nearby industry events*

*Directed six other club executives to manage club funding and outreach*

#### Helping Your Game Dev Community Find YOU, Panel Speaker

M+DEV

Novemeber 2023

### Employment

#### iD Tech, Instructor

Macalester College, Twin Cities

January 2024 - August 2024

### Education

#### University of Wisconsin-Stout

Graduated May 2025

GPA 3.9

Honors College Student

Dean's List 2020 - 2025

#### Dual Major:

**BFA Game Design & Development - Art**

**BS Computer Science - Interdisciplinary**

English Writing & Literature Minor

Mathematics Minor

### Software Tools

Microsoft Excel

Microsoft PowerPoint

Unreal Engine

Unity

Godot

GitHub

Illustrator

InDesign

Photoshop

Premiere Pro

Substance Painter & Designer

Maya

Blender

Visual Studio Code

### Coding

C++, C#, Java, HTML, PHP, SQL, CSS, Javascript

### Skills

Strong Leadership

Excellent Communcation

Passion for Storytelling