
 (803) 429-5876

 adelinarosegowans@gmail.com

 adelinarose.me

AREAS OF EXPERTISE

- Unreal Engine 5
- Twine
- Final Draft
- Adobe CC
- Google Workspace
- Canva

SOFT SKILLS

- Team Collaboration
- Leadership
- Editorial
- Staff Writing/Art
- Multilingual (ENG+ESP)

RECOGNIZED BY

- National YoungArts Foundation
- Scholastic Art & Writing Awards
- 2022 Rookie Awards
- Juried Itch.io game bundles
- University of Virginia
- Poetry Society of England
- Storytelling Collective + more!

EDUCATION

Savannah College of Art and Design

BFA Writing, Game Design
2021 - 2025

- Endowed Liberal Arts Scholar
- Dean's List

ADELINA ROSE GOWANS

WRITER, NARRATIVE DESIGNER, PRODUCER

ABOUT ME

Award-winning writer with a passion for compelling, joy-filled gaming and project management. Let's create something awesome together!

SELECTED WORK EXPERIENCE

Lead Narrative Designer + Producer @ Project: Realm Fisher

October 2022 - Present

- Organized 15 person team for independent game development project
- Budgeted development and promotional expenses and team hiring and compensation, applied for and won educational grants
- Generated pitch decks and created a comprehensive production deliverables timeline for gameplay artists, sound designers, and composers
- Hired QA testers, created gameplay trailer, and wrote and coded game narrative in Twine
- Currently: keeping production on schedule for January 2023 release date
- Planning promotion and award applications

Freelance Writer + Illustrator @ SCAD District

August 2022 - Present

- Contributes regular articles to award-winning student news outlet alongside team of 50+ creatives

Social Media Manager @ SCAD Women in Animation

December 2021 - June 2022

- Generated Instagram/Discord graphics, flyers, and promotional writing for 500+ club members while working closely with the rest of the 7-10 person WIA leadership team

Bilingual Magazine Editor @ Pollux Journal

November 2020 - August 2022

- Collaborated with a team of 15+ readers and editors to curate a quarterly multilingual literary magazine
- Hosted reading events, built a web platform, and offered editorial feedback on 25+ submissions per month

Staff Artist @ Girl Genius

August 2019 - January 2021

- Worked with a core team of 25 as well as 200+ freelance creatives for a nonprofit community centered on amplifying women in STEAM
- Helped curate a Slack with 3,000+ users regularly networking and hosting events
- Contributed to the magazine and promoted worldwide events to empower the next generation of changemakers