

BONNIE HARRIS-LOWE, MFA

Email: bonnie@baskingbeegames.com

Phone: +1 (864) 313-9550

Portfolio: [Bonnie Harris-Lowe](#)

YouTube: <https://www.youtube.com/@bonnieharris-lowe3442>

Education

Master of Fine Arts (2020)

Interactive Media and Games

University of Southern California Los Angeles, CA

MFA Thesis: "[PARALLEL: AUTHORIAL INTENT IN A SELF-REFLECTIVE NARRATIVE GAME](#)" Video Game: *Parallel: 3-D Action Platformer (PC)* *Featured at USC Games Expo*, Profiled on [TechRaptor](#)

- Recipient of the George Lucas Family Foundation Endowed Student Support Fund for Diversity
- Recipient of the Frank Volpe Endowed Scholarship

Bachelor of Arts (2017)

Media Arts, Magna Cum Laude Cumulative GPA: 3.948/4.0

South Carolina Honors College (with honors) and the University of South Carolina Columbia, SC

- Recipient of the Walt Handlosky Social Issue Production Award for Media Arts
- Recipient of the Magellan Scholarship for student research

Academic Experience

Graduate Coach

InGenius Prep / Remote (09/2023 – 05/2024)

- Created personalized action plans for students aiming to get accepted to top game development graduate programs
- Proofread and provided feedback on essays for college writing prompts
- Facilitated students' professional and personal growth by brainstorming individual and community-oriented projects based on their skills and interests

External Advisor

"Inclusive Character Creator: An Exploration of Inclusive Design for 3D Character Creators" by Michelle Ma. MFA thesis, University of Southern California 2022.

Adjunct Instructor

University of South Carolina / Remote (01/2021-05/2021) – *MART 380*

- Designed and taught a course on New Media Art including game design, VR, and other new technologically driven art mediums
- Provided constructive feedback on student projects
- Provided design guidance and technical assistance on works in progress

Teaching Assistant

University of Southern California / Los Angeles, CA (08/2018-12/2019) – *DEI Seminar*

- Reviewed provided course materials to prepare discussion questions for new students
- Created space for students to lead discussion of course topics by allowing discussion to flow organically and recentering the conversation when needed
- Informed instructor of potentially harmful content and advised them to provide trigger warnings to preserve student safety without discouraging engagement

Industry Experience

Founder, [Basking Bee Games](#)

- Basking Bee Games provides services to game developers seeking contract services.
 - Clients and collaborative projects <https://www.baskingbeegames.com/projects>
- Project Parallel — Basking Bee
 - Selected for [DreamHack Dallas Indie Playground](#), [Southeast Game Exchange](#), [Game Devs of Color Expo 2024 Selections](#)

Game Designer & Narrative Designer

Wildseed Games / Remote (09/2020-05/2023)

- Designed and implemented foundational systems for a genre-bending IP
- Developed narrative and character development structure and character evolution models; wrote coinciding character backstories and branching dialog
- Created detailed reference materials including design documents and wireframes
- Built and led design workshops and onboarded new team members
- Mentored junior designers
- Coordinated with external collaborators to build procedural dialogue & character generation tools
- Collaborated across departments to convey the game's vision through systems design, narrative, animation, art, and branding
- Recorded product demos for investors that helped raise 4.5 million dollars in 2 years

Design Consultant

[The Lone Woman and Last Indians Digital Archive](#) – Website (pre-launch) Columbia, SC, US

Principal Investigator: [Dr. Sara Schwebel](#)

April–October 2016

- Made design and interface changes to a website about the Lone Woman of San Nicolas Island before launch on the California National Parks service server

Scholarship

- "PARALLEL: AUTHORIAL INTENT IN A SELF-REFLECTIVE NARRATIVE GAME" MFA Thesis: University of Southern California, 2020. Thesis Committee: Dr. Dennis Wixon (Chair), Professor Tracy Fullerton, MFA, Associate Professor Lemarchand
- "Gatekeeping: Women, People of Color, and the Video Game Community," Senior Honors Thesis University of South Carolina, 2017 ([PlumX Metrics](#), Usage 7,365). [Two citations](#). Thesis Committee: [Dr. Qiana Whitted](#) (Chair), [Dr. Todd Shaw](#), [Rebecca Boyd](#). Thesis accompanied by short film "[Fake Geek Girl](#)."
- Co-Author credit: Poster "Inclusive Character Creator: A Showcase of Inclusive Design Principles for 3D Character Creators" SIGGRAPH '22: ACM SIGGRAPH 2022 Posters Article No.: 17, Pages 1 – 2 <https://doi.org/10.1145/3532719.3543201>

Public Presence

- Writing
 - [Substack](#)
- Interviews
 - [Representation in Fantasy Games](#)
 - [Project Tempest](#)

Skills

- Blackboard
- Google and Office Suites
- Jira/Task Tracking Software
- Adobe Creative Suite
- Project Management
- Curriculum Design
- Qualitative Research
- Interpersonal Communication