

ANNABELLE EUGUI

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Education

Rensselaer Polytechnic Institute - B.S. in Games Simulation Arts & Sciences, Dual in Music

Concentration in Writing For Games

Graduating Spring 2026

GPA: 3.4

Skills

Creative Writing & Media: Interactive storytelling, Narrative design, Educational game development

Audio & Music: Composition, Sound design, Logic Pro, Recording, Editing

Game Design: Unity (C#), Narrative systems, Playtesting, Level design, Asset and concept art

Professional: Teaching, Collaboration, Communication, Leadership, Project management software

Projects & Research

Educational Game Development Research Assistant

Rensselaer Polytechnic Institute (Fall 2025 - Present)

Collaborate with Professor Christopher Jeanson on developing an educational game that teaches the history of motion pictures through character-driven storytelling

- Contribute narrative design and creative direction for a learning experience centered around building a vampire character
- Research effective pedagogical approaches to interactive learning in historical and media education

AI for Tabletop Roleplay Games

Rensselaer Polytechnic Institute (Summer 2024)

My research partner, Michael Konefal, and I investigated the use of AI as a tool for helping people play tabletop games like Dungeons & Dragons.

- Gathered data about D&D gameplay
- Used AI to create small modules
- Used playtests to gauge the usability of AI module generation and gathered opinions of AI in TTRPGs

Experience

Music Specialist

Mt. Pleasant Day Camps, Mt. Pleasant, NY (Summer 2025)

- Designed and led daily music programs for children ages 5 to 8
- Oversaw groups of campers and counselors for camp trips
- Worked with the dance specialist to organize campers for the end-of-summer camp show

Game Development II Teaching Assistant

Rensselaer Polytechnic Institute (Spring 2025)

- Supported students in learning creative technology and design fundamentals
- Encouraged teamwork and creative thinking across projects