ANNABELLE EUGUI

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Education

Rensselaer Polytechnic Institute - B.S. in Games Simulation Arts & Sciences and Music
Graduating Spring 2026
Concentration in Writing For Games
GPA: 3.3

Skills

Creative Writing & Media: Interactive storytelling, narrative design, educational game development
Audio & Music & Art: Composition, sound design, Logic Pro, recording, and 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 Jeansonne 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 and Dragons.
- Gathered data about D&D gameplay
- Used AI to create small modules
- Used playtests to gauge the usability of AI module generation and asked players their 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