



Beau Jágr Sheldon — [Designer & Consultant](#)

Academic

MS from Duquesne University, Leadership | May 2018 | GPA 4.0

BS from Duquesne University, Organizational Leadership | May 2016 | With Honors; GPA 3.82

Experience

[Thoughty](#), Pittsburgh, PA | 2011-Present | *Designer & Consultant*

Designs, researches, and consults for game products, safety/calibration tools, and events. Creates instructional guidelines for activities including roleplay to release at thoughty.itch.io.

Wrote and curated accessible essays on theory and culture in the game industry.

Interviewed diverse designers and players about their work in games and experiences.

Completed a community survey, interviews, and analysis about harassment in the industry, completing a four-part published series.

[Daedalum AP](#), Pittsburgh, PA | 2011-Present | *Co-Creator*

Designs game products including writing flavor text and instructional text.

Performs research and organization for projects, both self-led and cooperative.

Led project management for crowdfunding projects funding up to \$20,000. Performed budgeting, project coordination, and marketing for multiple projects over the years including Turn, Behind the Masc, The Man and the Stag, and Homonculus Assembly Line. This included design lead responsibilities, developmental editing & project coordination for several designers for each project, and project printing, shipping, and inventory management.

Duquesne University Writing Center, Pittsburgh, PA | Sept. 2016-May 2018 |

Online Writing Consultant

Developed internal training materials for students using Microsoft Office Suite.

Assisted with writing from all disciplines and all stages of the writing process.

Guided students through the academic paper process, from thesis to citation.

Community College of Allegheny County, Pittsburgh, PA | Oct. 2016-Feb. 2018 | Student Success Facilitator, Military & Veterans Services

Met Veteran Administration requirements including certifications & student needs.

Assisted in recruitment efforts for military and veteran students from diverse backgrounds.

Researched federal and state regulations and for developing new material for students.

Managed department social media accounts and student informational resources.

Maintained accurate, organized, completed, and detailed records and developed and maintained reports as required or assigned.



Prepared and maintained training for internal processes.

Experience, continued

United Army Corps of Engineers, Pittsburgh, PA | May 2015-Sept. 2016 | Student Regulatory Clerk

Prepared procedural instructions for in-office tasks and data entry requirements.

Acted in-stead of administrative assistant, handling clerical duties and direct contact with customers for permit notification, as well as office inventory.

Interacted with current and veteran military employees to support their work.

Performed data entry for nationwide permitting. Prepared impact data reports.

Westinghouse Electric Co., LLC, Pittsburgh, PA | Aug. 2008-Feb. 2015 | Administrative Aide

Researched scientific resources for the boiling water reactor and acoustic analysis departments to prepare reports for management, including confirming data for technical documents.

Worked with internal and external customers to provide support, including trainings and consulting on various projects.

Coordinated, edited, and prepared correspondence, reports, and presentations.

Initiated creation of a company-wide, international SharePoint site. Led team to guide content and develop training for new aides. Mentored administrative aides local and remote.

Coordinated multiple authors for technical documentation in support of a Fukushima nuclear plant recovery project, instrumental to project success.

Design review secretary for first-of-a-kind Monticello Replacement Steam Dryer and Exelon Replacement Steam Dryer and BWR Power Uprate.

Publications

Design and Writing

Various Publications (thoughty.itch.io) – 2018-Present

Designer and writer for What's in a Ring, Secret Lover, Millennial Tragedy is Basically a Comedy, In Other Lives, I have no mouth and I must scream, Dice 4 Dad, and further pieces.

Script Change – 2013-Present

Designer for the Script Change safety, consent, and content tool for use by facilitators and players in gaming environments.

Solarpunk Spotlight (Cortex Prime) – 2022

Initial designer & concept creator for the Solarpunk spotlight for the Cortex Prime Kickstarter Spotlights.

The Man and The Stag – 2021

Creator of The Man and The Stag, including crowdfunding project management, design, and writing. One of the first successful crowdfunding projects on itch.io.



thatlittleitch – 2021

Writer, photographer, layout artist, & model for the thatlittleitch horror erotica fiction zine.

Design and Writing, continued

Ultimate Micro-RPG Book – 2020

Designed the Lycantree micro-RPG for release in this collection curated by James D'Amato.

Towns Like Ours (Turn Supplement) – April 2020

Design lead & editor for Towns Like Ours, a supplement to the Turn roleplaying game.

Turn: A Tabletop Roleplaying Game – July 2019

Creator of Turn: A Tabletop Roleplaying game, including Kickstarter coordination, design, writing, and coordination of supplemental texts.

Punctatus – May 2019

Wrote the Punctatus species for the Archons of Nikud Kickstarter.

The Gr8 Escape – May 2019

Wrote a reskin of Laser Kittens for the More Kittens Kickstarter.

Aye Syn – January 2019

Wrote a planet for the roleplaying game Orun.

Aphrodite on Deck – January 2019

Wrote solarpunk roleplaying game adventure for Return to the Stars.

Beep – February 2019

Writer, designer, and layout artist for this small group-focused instructional text game.

Ears Are Burning – September 2018

Writer, designer, and layout artist for this small meditation-focused instructional text.

Behind the Masc – September 2018

Writer, designer, layout artist, and project manager for this collection of game materials by myself and other non-cisgender masculine people.

I love you and I adore you – April 2018

Writer, designer, and layout artist for this queer love letter writing game.

Behrend Bernhard, Esq. – March 2018

Writer, designer, layout artist, and photographer for this party game.

You're getting dumped by your catgirl girlfriend – March 2018

Writer, designer, and layout artist for hack of a game by Aura Belle.

Let Me Take A Selfie – December 2017

Writer and designer for this collection of games that use selfies for mechanics.



Monster Butts Gift Exchange – December 2017

Designed and wrote a game for the Monster Butts zine created by Thomas Novosel.

Design and Writing, continued

Halcyon City Herald Collection: Masks – Sept. 2017

Wrote “Healing the Sick – Billing the Rich?”, “Intake’s Motives in Cancer Case”, “Doctor Kim Revealed: His Unbelievable Story”, “Goodbye to HMO’s? What is the Superhero Medical Plan?”

Of the Woods: Lonely Games of Imagination – May 2017

Designer, project manager, and curator for a collection of lonely (single-player) narrative games.

Fate of the Remnants – 2015-2018

Developer and writer for non-player characters and some background fiction.

Baby Bestiary, Volume 2 – 2015-2016

Fiction writing for a fiction and content supplement for tabletop roleplaying games.

Bubblegumshoe – June 2016

Writing for drifts, specifically the Ruby Hollow drift, themed after Scooby Doo’s Mysteries. 2017 Gold ENnie Award Winner for Best Family Game.

The Name of God – March 2016

Designed and wrote cards for Kickstarter stretch goals.

Indie Mixtape Series – 2015

Contributed small game to the Indie Mixtape collection.

No Country for Old Kobolds – March 2015

Designed creatures for No Country for Old Kobolds’ Guide to the Myriad Peoples of the Orbs, or an Observational Journal of Wondrous and Strange Peoples, or My Wandering Life and Friends.

Sound of Water, World of Dew Companion – March 2015

Fiction writing for the tabletop roleplaying game World of Dew supplement, Sound of Water, specifically fiction and mechanics for Whispers of the Fox Woman.

Baby Bestiary, Volume 1 – January 2015

Fiction writing for a fiction and content supplement for tabletop roleplaying games.

Demon: Interface – October 2014

Wrote fiction and designed mechanics for the Demon: Interface story Time to Go.

Firefly: Smugglers Guide to the Rim – March 2014

Design of Reputation mechanic and Crewmember archetypes, as well as archetype flavor text.

The Fate Codex – Life Locked – January 2014

Short story for The Fate Codex: Life Locked.



FASA Games 1879 Line – Nov 2013 – Jan 2014

Fiction and flavor text, as well as development of character types, for the 1879 line focused largely on the Saurid background and culture.

Editing and Proofreading

Towns Like Ours (Turn Supplement) – April 2020

Design lead & editor for Towns Like Ours, a supplement to the Turn roleplaying game.

Behind the Masc – September 2018

Writer, designer, layout artist, and project manager for this collection of game materials by myself and other non-cisgender masculine people.

Journey Away – August 2018

Edited the game Journey Away.

Iskandar, 7th Sea – June 2018

Edited the Iskandar section of the 7th Sea roleplaying games.

Horrible Games – March 2018

Served as editor for English translation of board game text, including research on medieval language and political structure.

Fate of the Remnants – 2015-2018

Served as long-term editorial and developmental editor for the Fate of the Remnants roleplaying game project.

Worlds Without Master – 2013-2018

Proofread and reviewed stories and games for Worlds Without Master by Epidiah Ravachol.

The Sword and The Loves – December 2017

Editor of English translation, written by Antonio Amato at Mammut RPG.

Viewscram 2nd Edition – April 2016

Acted as the editor for Viewscram 2nd Edition with Rafael Chandler.

Lusus Naturae – March 2015

Acted as the editor for Lusus Naturae with Rafael Chandler.

World of the Lost – March 2015

Acted as editor and proofreader for World of the Lost by Rafael Chandler, a supplement to Lamentations of the Flame Princess.

Rogue Comet (formerly RPG Society) – 2013-2014

Acted as an editor for RPG products for the RPG society on a contract basis.

The Last Candle – February 2013

Responsible for copy editing and proofreading The Last Candle adventure module.

Layout, Photography, & Branding

Various Publications (thoughty.itch.io) – 2018-Present

Layout artist & photographer for What's in a Ring, Secret Lover, Millennial Tragedy is Basically a Comedy, In Other Lives, I have no mouth and I must scream, Dice 4 Dad, and further pieces.

Esoteric Underground – 2020

Layout designer for the Esoteric Underground newsletter.

Let's Be Unsinkable – May 2019

Created the logo for Letsbeunsinkable.com.

HAMMERCRAWL Helper Sheets – April 2019

Created the HAMMERCRAWL Helper Sheets for N. Phillip Cole.

Behind the Masc – September 2018

Writer, designer, layout artist, and project manager for this collection of game materials by myself and other non-cisgender masculine people.

More Seats at the Table – April 2018

Created the More Seats at the Table logo.

Consultation

Script Change – 2013-Present

Consultations for multiple projects using the Script Change safety, consent, and content tool for use by facilitators and players in gaming environments. This is a primarily pro-bono or by donation service for creators of all kinds, as well as therapeutic organizations.

Panels, Workshops, & Livestream Presentations – 2013-Present

Planned, researched, & presented panels, workshops, and livestreams at events including TAGGs, GenCon, Origins, Big Bad Con, Double Exposure events, and PenguiCon on safety, accessibility, diversity, design, horror, queer/transgender/nonbinary identity, and leadership. Facilitated the Soda Pop Social at Big Bad Con as a nonalcoholic networking event.

Broken – 2022

Consulted on use of the Script Change RPG Toolbox including customization & need for other safety tools or accessibility changes to the text of the Broken RPG for Benjamin Wallace.

A Date in the SeAR – May 2019

Performed sensitivity read related to nonbinary gender identity for Jonathan Walton.

The Mediocre Programmer – November 2018

Performed sensitivity read on Post Traumatic Stress Disorder and burnout for Craig Maloney.

Lovecraftesque – July 2016

Acted as mental health consultant in regards to how mental health is handled in the Lovecraftesque tabletop RPG. Project included research on mental health topics and language.