

# Ally Maraza

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## SKILLS

- Game Engines: Unreal Engine, Pygame, Godot
- Programming: C++, Python
- Front End Web Development: HTML, CSS, JavaScript
- Source Control: GitHub, Perforce, Git CLI
- Project Management Tools: Trello, Jira, Confluence, ClickUp
- Adobe Suite: Photoshop, InDesign, Premiere Pro

## RELEVANT PROJECTS

### Crabitat Combo - Independent Card Game

- Successfully funded on Kickstarter; managing manufacturing, production, and logistics.
- Designed, and prototyped a card game, refining mechanics and player experience.
- Promoted the game through conventions, and networking with industry peers.

### Astro - Collaborative Unreal Engine Project

- Collaborated in a team to design and develop a game inspired by a reference title, creating original mechanics, levels, and gameplay systems.
- Utilized source control and project management tools to coordinate development.
- Delivered a polished, playable game prototype under deadlines.

### Dungeons and Dragons Tracker - Microcontroller Device

- Built a custom stat and dice-rolling tracker for Dungeons & Dragons using a Raspberry Pi Pico, and C++.
- Integrated physical buttons and an LCD display to manage player stats, roll dice, and provide real-time feedback.
- Designed and implemented efficient embedded logic to handle user input, random number generation, and display updates.

## WORK EXPERIENCE

### Full Sail University - Lab Specialist in Game Design

March 2023-Present

- Support campus and online students in Game Design courses by answering questions and providing guidance on assignments, primarily in Unreal Engine.
- Facilitate productive lab sessions by troubleshooting technical issues, clarifying course material, and mentoring students on best practices.
- Monitor online channels to ensure timely responses and consistent support for remote learners.

## EDUCATION

### Computer Science Bachelors - Full Sail University

February 2027

### Game Design Bachelors of Science - Full Sail University

November 2022