EMILIE HOLTZ

www.emilie.info   Email: emiholtz@emilie.info

SKILLS

- **1+ Years**
  - C#
  - Systems Design
- Puzzle Design
- Unity Engine
- Scrum/Agile
- **Basic Familiarity**
  - Python
  - Unreal Engine 4

PROFESSIONAL EXPERIENCE

Game Developer   August 2018 – Present

Harbored Games LLC – OddestSea – www.oddestsea.com

- Worked on a team of 11+ people of varying disciplines using scrum/agile workflows
- Facilitated communications and disputes between design, art, audio, and programming teams
- Helped producers organize weekly project goals and organized comprehensive and clear documentation
- Worked closely with other designers to develop, test, and iterate upon design ideas and process player feedback

Game Designer   March 2019 – Present

Indiana University IT Department – Passwords, Please

- Conducted weekly meetings with team to discuss and review project goals and requirements
- Created project milestones, distributed tasks, and led discussions to solve difficult design problems
- Designed puzzles, levels and content with a focus on educating players on cyber security practices as requested by contractor

Game Development Camp Instructor   Summer 2018, 2019

Indiana University Media School

- Moderated game development lessons with children ages 12-18, including debugging practices and software familiarity (Construct 3, Ren'Py, Photoshop)
- Facilitated a fun, organized and interactive environment among campers and counselors

Circulation Desk Clerk   September 2016 – Present

Indiana University Libraries

- Tracked, organized, and processed library materials through circulation workflows software
- Supervised and engaged visitors in science and technology-based activities for local ScienceFest event

EDUCATION

BS in Game Design

Indiana University, GPA: 3.9

- Concentration in design and programming
- Systems, gameplay, and prototyping

HONORS & AWARDS

- Microsoft GDC Game Changer
- Phi Beta Kappa Honor Society Inductee
- College of Arts & Sciences Executive Dean's List