Emilie Holtz

CONTACT

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emilie.info

EDUCATION

B.S. in Media - Game Design

Indiana University – GPA 3.9

Aug. 2016 – May 2020

Bloomington, IN

AWARDS

Indiana 21st Century Scholar

College of Arts & Sciences Executive Dean's list

Microsoft GDC 2018 Game Changer

INTERESTS

Drawing & Sketching

Designing narratives

Watching documentaries

EXPERIENCE

Game Programmer & Designer - Team OddestSea   August 2018 - Present

- ♦ Collaborated with team members to design systems-oriented game play mechanics and loops
- ♦ Programmed multiple prototypes to test out problematic major game mechanics and player experience (sailing movement, camera)
- ♦ Communicated project goals weekly with artists, designers and programmers and organized comprehensive meeting notes

Game Programmer & Designer - The Ripper   April 2018 - May 2018

- ♦ Designed multiple unique NPCs with array-based dialogue systems
- ♦ Communicated feelings of progression by designing layered musical cues and diegetic UI elements
- ♦ Created all art and audio assets using Piskel, Reason 10 and Adobe Audition

Officer of Public Relations - GD@IU   May 2017 - Present

- ♦ Managed social media by scheduling weekly event schedules through tweetdeck.org and the gdiu.org website
- ♦ Organized and led weekly SIG meetings to discuss activities and collaborate with officers to design enriching workshops pertaining to game development
- ♦ Moderated various workshops and led discussion sessions around varying artistic and game development topics
- ♦ Collaborated with other officers to discuss participant feedback and remedy problems.

Camp Councilor - IU Summer Game Dev Camp   June 2018 - July 2018

- ♦ Assisted in game development lessons with children ages 8-18, including debugging practices and game software familiarity (Construct 3, Ren'Py, Photoshop)
- ♦ Encouraged campers to be creative and keep overall student engagement high while keeping frustration at a minimum.

SKILLS

- ♦ Unity/C#
- ♦ Unreal Editor
- ♦ Substance Designer
- ♦ Python

- ♦ Systems Design
- ♦ Design Documentation
- ♦ Team Communication
- ♦ Leadership
- ♦ AGILE Workflows
- ♦ Intermediate French