

# Emilie

# Holtz

## CONTACT



812-216-2497



emiholtz@iu.edu



emilie.info

## EDUCATION

### B.S. in Media - Game Design

Indiana University – GPA 3.9

Aug. 2016 – May 2020

*Bloomington, IN*

## AWARDS

Microsoft GDC 2018 Game  
Changer

Indiana 21<sup>st</sup> Century Scholar

College of Arts & Sciences  
Executive Dean's list

## SKILLS

Unity

Unreal Material Editor

Substance Designer

C#

Python

Photoshop

Systems Design

Social Media

Leadership

Documentation

## 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 & favorable camera angles)
- ◆ Communicated project goals weekly with artists, designers and programmers and organized comprehensive meeting notes

Game Programmer & Designer - Affinity August 2018 – September 2018

- ◆ Programmed game play logic and mechanics
- ◆ Collaborated with 2 other designers to combine three unique prototype concepts into one single experience
- ◆ Created and organized design documentation through design logs and agile workflows

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

- ◆ Managed social media by scheduling weekly event schedules through tweetdeck.com 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 pertaining to artistic and game development topics

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.

## INTERESTS

- ◆ Facilitating a fun and welcoming atmosphere
- ◆ Helping and playing at Beginner Magic Night at my local game store
- ◆ Creating original stories and compiling notes