

Emilie Holtz

CONTACT



emilie@emilie.info



emilie.info

SKILLS

Game Design

- ◆ Systems Design
- ◆ Design Documentation
- ◆ Playtest Iteration

Programming

- ◆ Unity/C#
- ◆ Unreal Blueprints
- ◆ Python
- ◆ Git/SourceTree

Software

- ◆ Microsoft Office & Google Docs
- ◆ Adobe Photoshop & Illustrator
- ◆ Substance Designer
- ◆ Maya

Other

- ◆ Pitch Preparation & Execution
- ◆ Scrum/AGILE Workflows
- ◆ Teamwork

EDUCATION

B.S. in Media - Game Design

Indiana University – GPA 3.9

Aug. 2016 – May 2020

Bloomington, IN

EXPERIENCE

Game Designer & Programmer - 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 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

- ◆ Moderated game development lessons with children ages 12-18, 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.

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