

# Emilie Holtz

## CONTACT



emiholtz@iu.edu



emilie.info

## EDUCATION

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

Indiana University – GPA 3.9

Aug. 2016 – May 2020

*Bloomington, IN*

## AWARDS

Indiana 21<sup>st</sup> 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