

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

SKILLS

Group Management

Teamwork

Leadership

Substance Designer

C#

Python

Photoshop

Systems Design

Social Media

Event Scheduling

AWARDS

Microsoft GDC 2018 Game
Changer

Indiana 21st Century Scholar

College of Arts & Sciences
Executive Dean's list

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 events 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
- ◆ Collaborated with other officers to discuss participant feedback and remedy problems.

Camp Councilor - IU Summer Game Dev Camp

June 2018 - July 2018

- ◆ Taught 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

- ◆ Helping and playing at Beginner Magic Night at my local game store
- ◆ Compiling notes and organizing things
- ◆ Working with friends to make games and practice coding
- ◆ Facilitating a fun and welcoming atmosphere
- ◆ Collaborating with other projects to help with their technical art needs and provide critiques
- ◆ Hanging out at local game developer events Bloomington Indie Game Night