EMILIE HOLTZ

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SKILLS

1+ Years

- o C#
- Systems Design

o Puzzle Design

- Unity Engine
- o Scrum/Agile

- Basic Familiarity
 - o Python
 - o Unreal Engine 4

PROFESSIONAL EXPERIENCE

Game Developer August 2018 – May 2020

Harbored Games LLC – OddestSea – www.oddestsea.com

- Worked closely in a highly dynamic environment to ideate, test, and adjust content according to player feedback using Agile/Scrum workflows and an iterative design process
- Successfully facilitated communications and disputes between design, art, audio, and programming on a diverse team of 11+ people
- Organized documentation and reduced technical bottleneck by taking on programming tasks such as camera/player movement using C#

Game Designer March 2019 – Present

Indiana University IT Department – Passwords, Please

- Designed puzzles and written content while frequently communicating with client to ensure problems were solved quickly and project goals were being met
- Created a puzzle design methodology to streamline the design pipeline and speed up production
- Managed weekly in-person and remote task distribution/ team meetings to keep development going smoothly

Game Development Camp Instructor

Summer 2018, 2019

Indiana University Media School

- Moderated game development lessons with children ages 12-18, including debugging practices and software familiarity (Construct 3, Ren'Py, Photoshop)
- Facilitated a fun, organized and engaging environment among campers and counselors

Circulation Desk Clerk

September 2016 – Present

Indiana University Libraries

- Tracked, organized, and processed library materials through circulation workflows software
- Supervised and engaged visitors in science/technology-based activities for ScienceFest event

EDUCATION

BS in Game Design

Indiana University, GPA: 3.9

- Concentration in design and programming
- Systems, gameplay, and prototyping

HONORS & AWARDS

- Microsoft GDC Game Changer
- Phi Beta Kappa Honor Society Member
- College of Arts & Sciences Executive Dean's List