EMILIE HOLTZ

Email: emiholtz@emilie.info

www.emilie.info

o 2 years of game development experience
o 1 published game on Steam using Unity
o Experience in 3D, point & click puzzle, and text-adventure puzzle game genres

WORK EXPERIENCE

Passwords, Please   March 2019 – Present

Indiana University IT Department – Game Designer

- Designed puzzles and written content while frequently communicating with client to ensure rapid issue resolution and goals were being met exceeding expectations
- Successfully delegated weekly in-person and remote task assignments/team meetings
- Created and organized easily digestible project documentation

OddestSea   August 2018 – May 2020

Harbored Games LLC – Technical Director

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

Enter the Dungeon   February 2020 – April 2020

Solo Project - Game Designer

- Managed and documented project development in an organized design journal
- Expanded upon pre-existing framework to incorporate support for audio and visual functionality as well as additional player input commands
- Developed a puzzle design method that simplified and streamlined the design process
- Demonstrated technical and artistic skills by creating and implementing both personal and prepared assets

Game Development Camp Instructor   Summer 2018, 2019

Indiana University Media School

- Moderated game development lessons with campers 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

EDUCATION

BS in Game Design

Indiana University, Aug. 2016 - May 2020

GPA: 3.9

HONORS & AWARDS

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

Skills

Systems Design

Puzzle Design

Agile/Scrum Workflows

Source Control

Team Management

Languages

C# - 2 years

Python - 1 year

Programs

Unity

JIRA

Construct 3

Adobe Suite

Unreal Engine 4