Ashley Rodriguez

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I've developed a strong foundation in game design and programming, combining technical skill with a focus on collaboration, innovation, and player experience to create meaningful, impactful games.

EDUCATION
University of Southern California

Los Angeles, California
Graduation Expected in May 2027

Bachelor of Arts - Game Development and Interactive Design
Minor- Distruptive Innovation
3.93 GPA | Hispanic Scholarship Fund Recipient | Alpha Lambda Delta Member

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Relevant Course Work

- **Business and Management of Games** - Overview of current business models in games and interactive media, methods for pitching and getting products funded; copyright and intellectual property
- **Game Design Workshop** - An introduction to making games. Students will explore the principles of game design through the entirely analog creation of card, board and tabletop games.
- **Game Development Fundamentals & Principles** - Developed core skills in digital game creation, including prototyping, version control systems, and level design preproduction techniques. Gained hands-on experience implementing and presenting digital games in a professional workflow using unity.
- **Character Development and Storytelling for Games** - An exploration of characters and story worlds as they relate to gaming with an emphasis on emotionally rich environments in interactive entertainment.

Personal Projects

- **Drenched - Design Lead**   May 2025 - Now
  - Directed core gameplay loop and puzzle design focused on satisfying player experience.
  - Led a cross-disciplinary team through iterative prototyping and design reviews.
  - Defined design pillars and mechanics to maintain cohesion across systems and aesthetics.
- **Donuts! - Technical Artist**   January 2025 - May 2025
  - Developed visual effects and optimized environment assets for performance and readability.
  - Collaborated with designers and engineers to integrate art and gameplay seamlessly.
  - Enhanced lighting, camera, and feedback systems to strengthen player immersion.
- **HyperDrift Hazard - Co-Director / Level Designer / Art Director**   January 2025 - May 2025
  - Co-led development and creative direction for a 3D platformer emphasizing flow and environmental storytelling.
  - Designed and iterated complex courses balancing challenge, pacing, and player feedback.
  - Directed art style and visual composition to align with gameplay goals.
- **Momentum - UI Artist**   May 2024 - August 2024
  - Designed in-game UI elements and menus for a fast-paced superhero action title.
  - Ensured clarity and responsiveness in visual communication of player stats and actions.
  - Partnered with design and art teams to prototype and refine user experience.

Work

- **Student Assistant for Intro Level Coding Course**
  - Supported instructors with lesson preparation, grading, and classroom organization.
  - Monitored and assisted students during class activities to maintain engagement and compliance.
  - Provided individualized tutoring and constructive feedback to enhance student performance.
- **Network and Camera Operator**
  - Operated cameras and streaming platforms to ensure reliable communication with remote students.
  - Assisted faculty with the setup and recording of lectures.
  - Maintained stable video and audio quality during sessions.