Ashley Rodriguez

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I excelled as a Student Assistant at USC, enhancing student engagement and academic standards through effective classroom support and assistance. I significantly contributed to a positive learning environment by helping create lectures, contributing to assignments, grading student work, and holding office hours to assist students with coursework focused on game design and programming principles. Through my freshman and sophomore-level game development courses at the University of Southern California, I developed a solid foundation in game design and programming. Guided by the USC Games Department's emphasis on collaboration, innovation, and the player experience, I gained a deeper appreciation for the art and science of crafting meaningful, player-centered experiences while beginning to shape my own perspective on what makes a game truly impactful.

Education

- 3.93 GPA
- Proud Hispanic Scholarship Fund Recipient
- Alpha Lambda Delta Member

BACHELOR OF ARTS - GAME DEVELOPMENT AND INTERACTIVE DESIGN
MINOR- DISTRUPTIVE INNOVATION
University of Southern California | Expected in May 2027

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.

Work

NETWORK AND CAMERA OPERATOR
University of Southern California | August 2025-Now

- Ensured communicatoin between professor and long distance students stayed stable and reliable
- Working the cameras and streaming platform with coworkers to make sure all content and audio is being shown
- Collaborated with teachers for lesson preparation by preparing materials and setting up equipment. to record lectures and presentations before class starts

USC RECREATIONAL SPORTS EVENT SITE SUPERVISOR
University of Southern California | August 2025-Now

- Responsible for supervising special events within university facilities
- Ensured policies are upheld
- Provided customer service and acted as the first line of support during events.

STUDENT ASSISTANT FOR INTRO LEVEL CODING COURSE
University of Southern California | August 2024 - December 2024

- Supported classroom maintenance and upkeep, organizing books, and materials.
- Copied, organized and distributed classroom assignments or other paperwork.
- Oversaw students in classroom and common areas to monitor, enforce rules, and support lead teacher.
- Helped with grading assignments and tests, providing constructive feedback to students based on results.
- Mentored and tutored individual students needing additional help.
- Collaborated with teachers for lesson preparation by preparing materials and setting up equipment.

Reference

MARK BOLAS | BOLAS@USC.EDU
Professor, University of Southern California