Liza Litten

Producer

liza.grace.1020@gmail.com   https://lizalitten.com/

As a game producer with strong skills in leadership and organization, I aim to leverage my experience to effectively motivate and guide my team towards success. I am dedicated to fostering creative expression, ensuring clear communication, and continuously improving both myself and my team. My goal is to create engaging and innovative gaming experiences through collaborative and dynamic team efforts.

EDUCATION

Jan 2021 - Dec 2023
BA Interactive Design for Media
West Virginia University
Morgantown, WV

Aug 2020 - May 2022
AA General Studies
West Virginia University
Keyser, WV

SKILLS

- Project Management
- Team Communication
- Organization
- Leadership
- Microsoft Office
- Google Suite
- Adobe Applications
- Unreal Engine 4 & 5
- Unity

CERTIFICATIONS

- **Certified Accessible Player Experience Practitioner (APX)**

Interests

- **Favorite Game: Xenoblade Chronicles 2**
- **Hobbies: Baking, Drawing**
- **Favorite Movie: Howl's Moving Castle**

EXPERIENCE

Researcher

AbleGamers & West Virginia University
May 2024 - Aug 2024

- Focused on accessibility in the video game industry in regards to Accessible Player Experiences (APX)
- Organized, analyzed, and summarized survey data using spreadsheets and graphs

Producer, Project Lead, Lead Designer, Artist, Social Media Asst.

MonRiverGames
Jan 2023 - present

- Created and taught lessons about game and level design for students
- Light Rush: Project lead for a team of 7 students, illustrated 2D images and references for 3D models, managed project tasks and documentation
- Created social media posts highlighting the organization's projects and members while keeping within the mission of the organization

Projects

Producer, Project Lead, Artist

Light Rush
Aug 2023 - Dec 2023

- Managed a group of 7 students across two separate teams
- Formulated sprints and presented progress updates
- Managed project tasks and deadlines
- Created a foundational game design document
- Illustrated 2D images and references for 3D models