

Liza Litten

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Skills

Leadership	Adobe Audition	Clip Studio Paint
Production	MS Word	Procreate for iPad
Project Management	MS Powerpoint	2D Illustration
Customer Service	MS Excel	2D Animation
Detail Oriented	Google Docs	3D Modeling, UV
Data Analysis	Google Slides	Wrapping/Texturing
Social Media Management	Google Sheets	HTML Front-End
Team Communication	Unity	CSS
Scheduling	Unreal Engine 4 & 5	Python
Adobe Photoshop	Godot	Level Design
Adobe Premiere	Autodesk Maya	Story Writing

Experience

Researcher

AbleGamers & West Virginia University | Summer 2024

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

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

Mon River Games | January 2023 - present

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

Certifications

Certified Accessible Player Experience Practitioner

The AbleGamers Charity

May 2024

Education

BA Interactive Design for Media

West Virginia University | January 2021 - December 2023

- Dean's List Student
- Relevant Coursework: Advanced Game Design, Interactive Media, Coding for Media Applications, 3D Animation
- Completed 10-day study abroad to San Francisco for GDC 2023

AA General Studies

Potomac State College of WVU | August 2020 - May 2022