

Tracie Thornbury

Game Designer & Technical Artist

Portfolio:

<https://luminx-x.github.io/Portfolio/>

Phone: (808) 927 - 2069

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Skills

Meta Understanding: Top 2 peak in MultiVersus, Top 250 peak in Overwatch, Top Regional wins in Smash Brothers Ultimate

Tools: HTML/CSS, Javascript, Python, Java, Unity, Git, Excel

Techniques: Quick Learner, Playtesting & Prototyping, Verbal Communication

Education

University of California Santa Cruz

September 2019 - June 2023 : Art and Design — Games and Playable Media

Experience

Coach - *Metafy*

SEPTEMBER 2022 - PRESENT

- Worked with students to teach them how to understand games from a top level perspective. Breaking down harsh concepts into easier to implement steps.
- Created lesson plans and competed at the top level & taught students how to learn.
- Taught students the most exploitable strategies & intricacies between matchups, win conditions, and the fundamentals to reflect on.

Freelance Artist - *Independent*

JANUARY 2021 - PRESENT

- Worked with customers to create illustrations and graphics
- Took feedback and created multiple drafts to refine them to the customer's specifications

Dining - *UC Santa Cruz*

MARCH 2022 - JUNE 2023

- Worked closely with co-workers to organize, plan, and prepare to feed 200-600 students daily
- Quickly learn a variety of positions.

Independent Games

Dracomaton -

January 2023 - June 2023

- Created and implemented VFX for in game enemies and attacks.
- Helped direct art with friendly constructive feedback
- Main source of playtested feedback, helped to refine balance.

Acquiesce -

November 2022 - December 2022

- Worked as a concept artist to rapidfire out 5 character designs.
- Helped designers create an intricate, purposely bad AI and boss patterns.