Neon Kaiser

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bajablast.site
eldritchelections.netlify.app
mintstreetvanish.netlify.app
GitHub – NeonAdNauseam

Summary

Multidisciplinary designer blending narrative, frontend development, and systems thinking to create immersive, emotionally resonant experiences. Adept at crossing boundaries between story and code, with a passion for experimental media, ethical design, and collaborative innovation. Known for deep empathy, mentorship, and a sharp eye for meaningful structure.

Education & Honors

Eastern Washington University — *BDes in Visual Communication Design (Expected June 2025)*
Minors: Game Design, Philosophy, Psychology
Certificate: Front-End Web Development
Graduating with Honors
Took one year of French

Spokane Falls Community College — *Associate of Arts (2023)*
President's Award recipient

Joel E. Ferris High School — *High School Diploma (2015)*

| Technical Skills

- **Web Development:** HTML, CSS, JavaScript, Git, responsive design, accessibility
- **Creative Tools:** Figma, Adobe InDesign, Photoshop, Illustrator, Premiere
- **Workflow & Automation:** Zendesk (macro scripting, ticket management)
- **Game Engines:** *Surface-level experience* with Unity, Godot, and Unreal Engine
- **Other:** DeepFaceLab, symbolic logic, JSON-based systems, parallax math

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| Featured Projects

Mint Street Massacre — Board Game

A noir-themed hidden role game where sapient household objects navigate betrayal and survival. Features player elimination, resource manipulation, and deep thematic design.

Eldritch Elections — Narrative Game (Construct 3)

Cthulhu runs for mayor in a morally ambiguous campaign. A text-based branching narrative exploring power, corruption, and agency.
eldritchelections.netlify.app

Mint Street Parallax Scroll — Procedural Web Animation

A dynamic HTML/CSS/JS scroll effect using vanishing-point math and procedural logic to tell a symbolic visual story.

Custom Dialogue Engine — JavaScript/JSON

Developed a scrolling text system supporting branching paths, timed reveals, and emotional pacing for interactive narratives.

Professional Experience

Diamond Parking — Monthly Sales Manager

Spokane, WA | Nov 2021 – Jul 2022

- Led a top-performing team; optimized Zendesk workflows with automation and macros
- Identified operational bottlenecks and implemented systemic improvements

First Security Bank — Teller

Port Townsend, WA | Feb 2021 – May 2021

- Handled transactions accurately and maintained customer trust under pressure

Hope Roofing — Roofing Laborer

Port Townsend, WA | Jul 2020 – Nov 2020

- Supported installations and job site logistics in challenging physical conditions

Oil and Vinegar — Keyholder

- Supervised daily retail operations and trained seasonal staff

IHOP — Cook (Promoted from Dishwasher)

Spokane, WA | May 2016 – Nov 2017

- Promoted for reliability, speed, and attention to quality and safety standards

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Game & Narrative Design

- Developed both digital and physical games that explore identity, agency, and power
- Experienced in narrative logic, systemic storytelling, and emotional pacing
- Game Design minor with focus on systems thinking and ethical design
- Comfortable prototyping in multiple engines with *introductory-level fluency*

Leadership & Mentorship

- Frequently support student peers in code, design, and narrative structure
- Co-founded and serve as Secretary of the EWU Philosophy Club (2024–2025); manage the Discord server, take notes, and share relevant resources to support long-term continuity and collaborative discussion
- Repeatedly invited to serve as a Teaching Assistant due to clarity and insight

- Committed to inclusive teams, constructive collaboration, and creative support

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Experimental & Ethical Media

- Created a Queen Elizabeth II deepfake to explore AI ethics and narrative dissonance
  Watch it here
- Investigate symbolic systems and storytelling potential in emerging technologies

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This resume was designed using HTML, CSS, and JavaScript.