Neon Kaiser

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Portfolio Website
GitHub – NeonAdNauseam

Summary

Multidisciplinary designer seeking roles in junior web development or narrative/game design.

Blends storytelling, frontend development, and systems thinking to create immersive, emotionally resonant experiences.

Proficient in HTML, CSS, JavaScript, and Figma, with a passion for ethical design, collaboration, and experimental media.

Known for empathy, mentorship, and a sharp eye for structure and interaction.

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
Completed one year of French coursework

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:

- Proficient in HTML, CSS, JavaScript
- Responsive design and cross-browser compatibility
- Git version control and deployment workflows

Creative Tools:

- Proficient in Figma (UI/UX design, prototyping)
- Adobe InDesign, Illustrator, Photoshop, Premiere (Print and motion graphics)
- Paper prototyping, zine layout, and physical media design

Workflow & Automation:

- Zendesk macro scripting and ticket management
- Internal documentation and process optimization

Game Development:

- Introductory experience with Unity, Godot, and Unreal Engine
- Custom dialogue engine built with JavaScript and JSON
- Narrative logic, emotional pacing, and system storytelling
- Tabletop game balance, mechanics, and rulebook design

Other Technical:

- DeepFaceLab (AI media synthesis)
- Symbolic logic, procedural layout math, JSON

- Comfortable with command line and Markdown

Featured Projects

Mint Street Massacre — Board Game
Designed a noir-themed hidden role game where sapient household objects navigate betrayal and survival.
Emphasizes psychological tension, resource manipulation, and thematic narrative through mechanics.

Eldritch Elections — Narrative Game (Construct 3)
Created a branching narrative game where Cthulhu runs for mayor.
Explores power, corruption, and agency through text-based choices.
eldritchelections.netlify.app

Mint Street Parallax Scroll — Procedural Web Animation
Built a vanishing-point-based scroll animation using HTML/CSS/JS.
Visual narrative layered with symbolic systems and procedural logic.
mintstreetvanish.netlify.app

Custom Dialogue Engine — JavaScript/JSON
Engine supports branching paths, emotional pacing, and timed reveals for interactive narrative applications.

Zen Tracker — Mindfulness Dashboard
Developed a fully interactive dashboard featuring procedural cherry blossoms, ripple-reactive background, dynamic time/quotes, and an audio easter egg.
Includes a live counter labeled "Days Since Edward Bernays Died."

Professional Experience

Diamond Parking — Monthly Sales Manager
Spokane, WA | Nov 2021 – Jul 2022

- Led a team across multiple lots, exceeding monthly sales goals
- Automated Zendesk workflows with custom macros, improving ticket resolution speed by 30%
- Identified bottlenecks and implemented systemic process changes

First Security Bank — Teller
Port Townsend, WA | Feb 2021 – May 2021

- Handled high-volume transactions with precision and confidentiality
- Supported customer service efforts and ensured audit-ready records

Hope Roofing — Roofing Laborer
Port Townsend, WA | Jul 2020 – Nov 2020

- Worked in extreme weather conditions, assisting in roof installation and job site safety compliance
- Developed team trust and communication through physically demanding work

Oil and Vinegar — Retail Keyholder
Spokane, WA | Nov 2017 – Mar 2020

- Supervised store operations and trained seasonal hires
- Provided personalized customer experiences and built long-term client relationships

IHOP — Cook (Promoted from Dishwasher)
Spokane, WA | May 2016 – Nov 2017

- Promoted for speed, reliability, and attention to detail under pressure
- Maintained food safety standards and coordinated with front-of-house staff

— Courtesy Clerk

Spokane, WA | Aug 2015 – May 2016

- Supported customer service efforts and store upkeep
- Provided carry-outs and helped maintain a clean, accessible shopping environment

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Game and Narrative Design

- Developed both digital and analog games centered on identity, agency, and symbolic interaction
- Experienced in emotional pacing, dialogue systems, and mechanical storytelling
- Comfortable prototyping in multiple engines with strong narrative integration
- Storytelling focus: from card battle systems to interface metaphors

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Leadership and Mentorship

- Co-founded and serve as Secretary of EWU Philosophy Club
  - Manage Discord server, take notes, and distribute resources
- Repeatedly invited to serve as a Teaching Assistant based on communication clarity
- Frequently support peers in game design, code structure, and narrative logic

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Experimental and Ethical Media

- Created a deepfake of Queen Elizabeth II to explore AI ethics and narrative dissonance
  Watch here

- Blend symbolic systems and storytelling into speculative interfaces

- Design fiction meets ethical inquiry through zines, dashboards, and interactive media

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Music and Pattern Recognition

- Played trumpet for 8 years; one quarter of piano study

- Can read treble clef fluently and bass clef with review

- Musical literacy supports rhythm, systems thinking, and pattern design in interactive media

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