

Neon Kaiser

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Summary

I recently moved to Nashville from Spokane Washington, and I am looking to meet new people and gain new experiences. I graduated in June of 2025 from Eastern Washington University, majoring in design. I'm a well rounded individual who really enjoys helping people. I care deeply about ethics and love discussing new ideas.

Education & Honors

Eastern Washington University — BDes in Visual Communication Design

June 2025 Minors: Game Design, Philosophy, Psychology

Certificate: Front-End Web Development

Graduated magna cum laude 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
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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

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.”

cherryblossomzentracker.netlify.app

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

Safeway — 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.