

# Neon Kaiser

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Phone: (XXX) XXX-XXXX

Email: XXXXXX@gmail.com

Address: XXXXX east XX avenue XXXX Washington 99XXX [Portfolio Website](#)

[GitHub](#) – [NeonAdNauseam](#)

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## 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.

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## 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

## 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](http://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](http://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.”

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## 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.*