

LISA C MAKI

COMPUTER GAME DESIGNER



CONTACTS

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CAREER OBJECTIVE

To work and practice my knowledge as a Computer Game Designer and add to my overall experience by becoming a valued member of a growing company.

WORK EXPERIENCE

Computer Game Designer - Electronic Arts

2016 – Present

- Produced and updated design specs, balance sheets, and misc documentation.
- Worked closely with designers and tool engineers to implement gameplay features using Lua and C++.
- Initiated, fostered, and maintained positive working relationships with internal and external development organizations critical to both the current and future product development processes.
- Maintained the game design vision during all phases of the product development cycle from concept through implementation.

Computer Game Designer - Blizzard Entertainment


2014 – 2016

- Enhanced the player community of each game through the creation of new meta-game experiences.
- Mentored other development staff on the team as well as other Game Designers.
- Worked directly with producers and game team members throughout the development and lifecycle to make high-quality products.
- Collaborated with and inspired designers, artists, and programmers to deliver products, new experiences, tools, and features.
- Drove architecting and development of the common game framework, APIs, and related modules to support future game development.

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EDUCATION

Bachelor's Degree in Computer
Science, 2012

Eastfield College, Mesquite, TX

WORK EXPERIENCE

Computer Game Designer - Daybreak Game Company

2012 – 2014

- Collaborated with other team members in defining the creative vision and technical specifications for assigned software games.
- Designed and rapid prototyped of game mechanics and balance.
- Developed technical designs and engineering plans that produced high-quality products with efficient and reusable code.
- Led in designing all aspects of multiple games simultaneously including entertainment, pacing, and overall fun factor.

RELEVANT SKILLS

- Admirable experience in Memory and CPU optimization and cross-browser compatibility.
- Familiar with the game and video middleware and tools.
- Familiar with game balancing, storytelling, flow diagramming, and UI design.
- Sound knowledge of game mechanics and design theories.
- Outstanding knowledge of virtual goods and other in-game monetization/economy concepts.
- Deep knowledge of game design, game mechanics, and game balancing techniques.
- Huge knowledge of computer design software such as Adobe Photoshop and Adobe Illustrator.
- Proficient in high-level scripting languages (JavaScript, Lua, Python, Perl).
- Proficient in Flash CS3 Professional and ActionScript 2 and 3.
- Immense ability to acclimatize quickly to a rapidly shifting, fast-paced creative environment.
- Extreme ability to juggle multiple responsibilities and collaborate and excel in a small team environment.
- Outstanding ability to work in a team using agile methodology.
- Remarkable ability to write quality modular, loosely coupled code.
- Ability to design and develop modular and efficient server-side game logic.