

## Maia Perez - Game Designer and Developer

[thesquish18.github.io](https://thesquish18.github.io) • [mangox.itch.io](https://mangox.itch.io)

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### \_EDUCATION {

#### BFA New York University (2021-2025)

- Game Design Major, Tisch School of the Arts
- Computer Science Minor, College of Arts & Science

#### Main Skills

- Game Design
- Programming

### } \_SKILLS {

#### Hard Skills

- Unity Game Engine, Gagemaker, Bitsy, Twine
- C#, C, Java, Python, HTML
- Github
- Adobe Photoshop, Illustrator, InDesign
- Figma, Spline, GIMP, Canva
- Audacity, Reaper
- Jira, Notion, Trello, Miro, LucidChart

#### Soft Skills

- Effective Communication & Collaboration
  - ◆ Project of 4 people, 2 months
  - ◆ Project of 8 people, 4 months
- Fast iterative prototyping
- Receiving and Responding to Feedback
  - ◆ QA testing
  - ◆ RFPs
- Design Documents
- Budgeting and Timelining Projects
- Flowchart and Wireframe Creation

### } \_OTHER {

#### Languages

- English (fluent)
- Spanish (conversational, literate)

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