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Maia Perez - *Game Designer and Developer*

thesquish18.github.io   ●   mangox.itch.io

_EDUCATION {

Bachelor of Fine Arts, New York University, May 2025
- ➔ Game Design Major, Tisch School of the Arts
- ➔ Computer Science Minor

Main Skills
- ➔ Game Design
- ➔ Programming

} _SKILLS {

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

Soft Skills
- ➔ Effective Communication & Collaboration
  - ◆ Project of 4 people, 2 months
  - ◆ Project of 8 people, 4 months
  - ◆ Current Project: 8 people, 7 months
- ➔ Fast iterative prototyping
- ➔ Receiving and Responding to Feedback
  - ◆ QA testing
  - ◆ RFPs
- ➔ Design Documents
- ➔ Budgeting and Timelining Projects
- ➔ Flowchart and Wireframe Creation

} _EXPERIENCES {

NYU
- ➔ Teaching Assistant, Major Studio Fall 2024
- ➔ Attended GDC 2024
- ➔ Participates in Game Jams

} OTHER {

Languages
- ➔ English (native)
- ➔ Spanish (conversational, certificate of literacy)