Amber Sargeant

Amber.Sargeant@gmail.com | (562) 410-3156 | https://thekittymix.github.io/

Education

University of Santa Cruz - Computer Science: Game Design (BS)   2016 - 2020

- Developed a Platformer in Phaser titled Finding Nouv that explores navigating mental illness
- Created a mini simulation titled Pom Pom utilizing Unity
- Designed multiple procedurally generated environments utilizing Unity
- Published Heart of Enya on Steam, a 2D narrative focused strategic role playing game

University of Santa Cruz - Serious Games (MS)   2020 - 2022

- Engineered Birth From Fire, a Virtual Reality game that combines narrative and educational content focused on the ancient process of smelting in Timna.
- Playtested Birth From Fire at the Egyptian Rosicrucian Museum in Santa Clara

Work Experience

University of Santa Cruz   2019 - 2021

Game Design Researcher / Unity Programmer

- Researched climate warming's feedback loops primarily for the arctics
- Manufactured a minigame in Unity that highlights feedback loops of global warming within the arctic region

Backyard Labs Unity Engineer

- Programmed an app that instructs users about intergenerational wealth and financial education called Gouda

Dolby Laboratories   2022 - 2025

Work Technologist

- Engineered multiple AI solutions using Microsoft Power Platform to revolutionize employee talent planning processes
- Created an interactive Power Apps application enabling leadership to conduct talent rankings and employee assessments
- Developed three distinct Copilot Studio AI bots: a building guide system, goal refinement assistant, and work deconstruction analyzer
- Constructed a UI-friendly dashboard for talent planning utilizing JavaScript, CSS, and HTML within Quickbase

Game Content Creator

- Engineered Atmos Sandbox demo to showcase prototype headphone metadata technology in Unreal Engine
- Collaborated with Microsoft stakeholders to demonstrate and evaluate consumer applications of new audio technology
- Implemented Dolby Atmos plugin and recreated 7.1 surround sound setup within the game environment
- Enhanced Unreal's Lyra Project to incorporate headphone metadata functionality
- Developed and integrated audio content using Wwise while coordinating with in-house music creators
- Managed source code version control through Git and GitLab for multiple projects
- Collaborated with UI specialists while contributing to interface design and implementation

Special Skills

- Javascript, Artificial Intelligence (AI), Virtual Reality (VR), Unreal Engine, Godot, Python, C, C#, C++, HTML, CSS, Unity, Twine, Phaser, Git, Jira, Confluence, Microsoft Power Platform, Microsoft Co-pilot Studio, Stable Diffusion