

ANNAMARIA KOSHY

ANNAMARIA is a 21 year old game designer living in Brooklyn. Be it games, novels, or even the perfect layout of a living room, she loves all forms of design.



SKILLS

LANGUAGES: C#, C++, Java, & Python

SOFTWARE: Microsoft Office Suite, Google Apps, Adobe Photoshop, Illustrator, InDesign, and Premiere Pro, Unity, HTML, Vue.js & git

GAME DESIGN:

- + Graphic design including web, poster and UI design.
- + Designing mechanics and systems in both digital and non-digital settings
- + Implementing complex systems in Unity including branching dialogue & physics based movement systems

EDUCATION

NEW YORK UNIVERSITY

January 2021

BFA in Game Design

GPA: 3.8

CONTACT

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PROJECTS

GODS FORSAKEN

WRITING | NARRATIVE | GAME | GRAPHIC

A board game adaptation of the American Gods IP that utilizes storytelling as a means of garnering belief and worship.

- + Designed the physical materials.
- + Designed game systems and rules.
- + Wrote story prompts and card descriptions.

RISE OF THE CURRENT

WRITING | NARRATIVE | GAME | GRAPHIC

A Parsely module set in a steampunk alternate future where players assist Nikolai Tesla and his electrical resistance.

- + Designed the physical materials.
- + Designed puzzles.
- + Wrote story passages and character descriptions.

1403

WRITING | NARRATIVE | GAME | GRAPHIC

2019 Brooklyn Global Game Jam entry that explores a late night conversation while you play a video game.

- + Coded and designed dialogue, timing, and voice line system.
- + Wrote script.

EXPERIENCE

INTERMEDIATE GAME DESIGN TA

2020

- + Performed administrative tasks for class and managed studio time without professor presence.
- + Assisted students with feedback, critique, and helped troubleshoot design and development issues.

TECHNICAL AND GRAPHIC ASSISTANT TO JEN COHN

2017 - 2020

- + Assisted in the design and set up of a website, including marketing, merchandising, and a blog.
- + Designed autograph prints (8x10).

NYU IDM PROTO LAB TECHNICIAN

2018-2020

- + Kept track of inventory, organized tools, kept space neat.
- + Managed and trained students on use of space.
- _ Monitored and maintained equipment, including 3D printers and laser cutters.