



BIANCA VICTORIA

Game Production Portfolio

Welcome! My name is Bianca and I'm a 4th year Computer Game Science major at UC Irvine. With my diverse game dev background and my social nature, I enjoy taking on the role of producer to ensure our game ideas come to life!

MY GAME DEV BACKGROUND

It's important to understand our team members' work!

CODING



Python



Lua



C++



C#

ART



Adobe Photoshop



Adobe Illustrator



Adobe After Effects



Maya



Canva

WRITING



Visual Novel Writing



Character Backgrounds



Ren'py

UI



HTML



Figma



CSS



Marvel



Javascript

GAME DESIGN



Analog Party Card Game



RPG Monster Stats

PRODUCTION



Agile Development



Trello



Milanote



Google Sheets

Continuum

Video Game Producer

Sep 2021 - Present

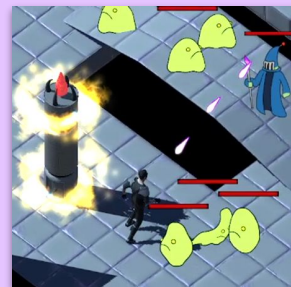
I am currently the producer of my capstone project Continuum, a space fantasy roguelike, and led a team of 7 (programmer, writer, 3D artist, and 2 designers). In an agile development format, I created a 10 week schedule of tasks and set priority levels to each task and organized them by department.

I improved communication through discussing with each member to create a personal schedule of how to manage their remaining tasks. I also strengthened team motivation through sending weekly task and team progress/accomplishments messages on discord!

Main Menu Screen



Gameplay against floor enemies



Boss Room with Beetle Monster



Tournament of Magirus

Video Game Producer

Jan 2021 - June 2021

I was the game producer for our class project Tournament of Magirus, a turn based RPG where you fight alongside your creatures using magic. I scheduled weekly tasks and managed a group of 5 members. To ensure the steady progress, I transitioned to agile development halfway and began to regularly evaluate the scope to prioritize certain tasks if we are behind in schedule.

To make sure our creatures were balanced and fun, I reached out to other game project developers in the class to collect and document playtest feedback!

itch.io

Main Menu Screen



Creature Summon Screen



Battle Screen



Video Game Dev Club @ UCI

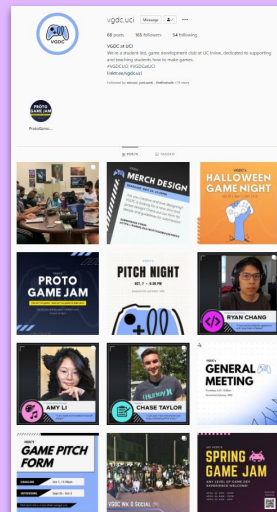
Social Media Manager

April 2021 - Present

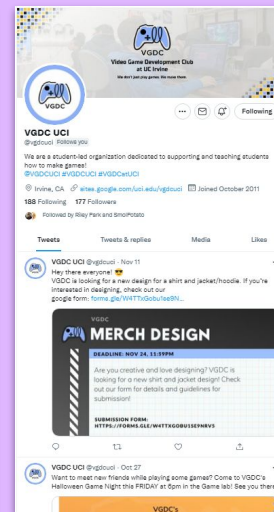
I manage social media posts across 3 platforms ([instagram](#), [twitter](#), [facebook](#)) for VGDC. I increased a social and emotional connection with our members through showcasing our members' game project and documenting our social events.

I developed a plan to increase our member engagement for the next quarter by posting department workshop meeting times in addition to our event advertising. I aim to post creations of members in our workshops to showcase the achievements of students at a smaller scale!

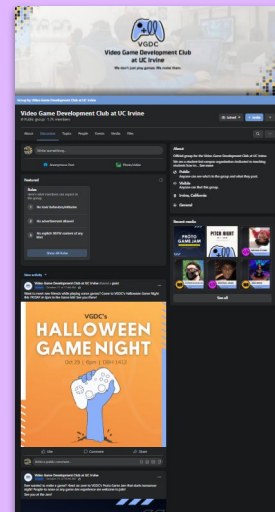
INSTAGRAM



TWITTER

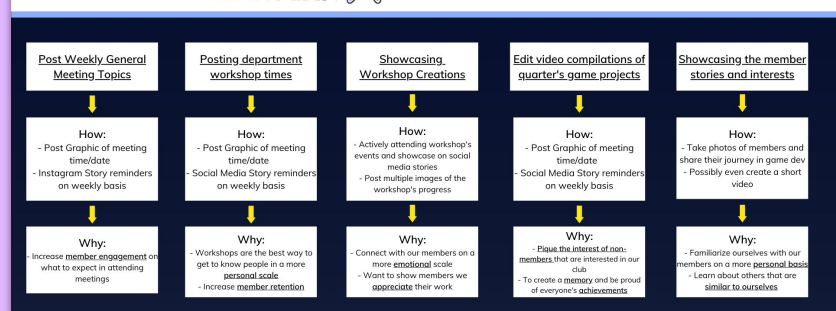


FACEBOOK



Social Media Growth Plan

VGDC SOCIAL MEDIA PLAN 🎮



Video Game Dev Club @ UCI

Art Project Manager

June 2020 - June 2021

I managed art asset requests from game project leads to assign to VGDC's dedicated art team. My goal was to help our clubs' game projects attain art assets by communicating their requests to our artist team.

I interviewed game leads to ensure their requests are within scope and managed a google form of their project's information. Thereafter, I delegated the tasks to our art team and tracked their progress in a google sheet. During my term, I facilitated the completion of art assets for 5 different video game projects!

Game Project Info from Interview

Shooty Game	
Art Requester: Srayan Jana	
Full Discord Tag: #9981	
Role: Team Lead	
General Information	
Team Discord Channel Link	https://discord.gg/bHd9umZ
Project Type	Pitched
Game Progress	A complete level
Game Engine	Godot
Does Art Already Exist?	Yes
Existing Art Google Drive	https://drive.google.com/file/d/1p6CEbbRZdp89Mv0SH4x7v0nmstY4oR5q/vi/ew7usp-sharing
General Art Info	
Art Style	Late 90s/Early 2000s Capcom/SNK Fighting game art (See Street Fighter: Third Strike, Marvel vs Capcom 2, Darkstalkers, Capcom vs SNK 2)
Game Type	Sidescroller
Game Medium	2D
PPI & PPU	Have Not Decided/Open to Suggestions

Winter Game Projects List

Key	
Greenlighting in Progress	
Not Assigned / NEEDS PEOPLE	
Blocked	
In Progress	
Completed	
Cancelled	
Extra/Optional	
Winter Projects	
Game Project Name	Game Project Discord Server
Vampire Village	https://discord.gg/2ycnCDEbG
Something Cool for Now	https://discord.gg/pzr/R54sc6

Art Asset Progress Form

Winter 2021 Game Art Progress					
File Edit View Insert Format Data Tools Extensions Help Last edit was seconds ago					
09					
	A	B	C	D	E
1		Teamlead Name/Discord	2D Art, Pixel, Isometric, Platform, or TopDown	Scaffold, Wild Card, or Pitched	Links
2		Person1#6531	128 PPU	Scaffold	Request Form
3		https://discord.gg/rpzr/R54sc6	128 PPI		<hyperlink to game's design doc>
4					Google Drive
5					
6	Category	Asset	Description of Asset	Width x Height (Pixels)	Artist Discord
7	Items	Cylindrical Checkpoint	Door Open (1) + Door Closed (1)	128x128	Person2#3727
8		Goal Button	Hazardous Yellow & Black diagonal strip	128x128	Person3#7805
9					Nick
10	Background/Tileset	One Regular Platform	Grey or White block of metal (mid air)	128x128	Person4#7777
11		One Cracked Platform (2)	Grey or White block of metal (mid air)	128x128	Person4#7777
12		Ship Background	Grey Metal Material	128x128	Person5#7805
13			^ same asset, but darken it (dark grey)	128x128	Person5#7805
14	Character	Astronaut Main Character	Still (1) + Walk (2) + Jump (1)** Optional	96x128	Person6#0383
15					Thao
16					

*discord names changed for privacy

Connected Camps Roblox Programs

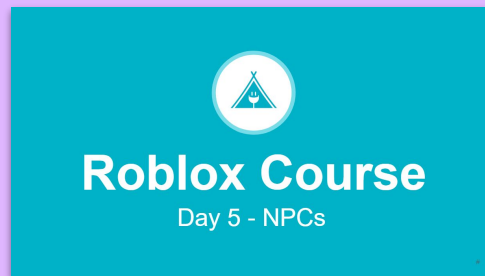
Roblox Curriculum Developer

May 2020 - Sep 2020

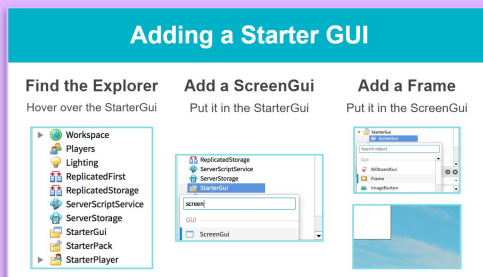
I was in charge of revamping 3 different Roblox programs. I work with my co-worker to create curriculum documents, google slide presentations, and example Roblox games. I improved our previous curriculum by showing more detailed steps of the game dev process through visuals and succinct instructions.

I work closely with the product development team to ensure that the curriculum aligns with the company's goals. To ensure the effectiveness of our curriculum, we hosted playtesting sessions with other counselors and applied their feedback to improve the curriculum even further!

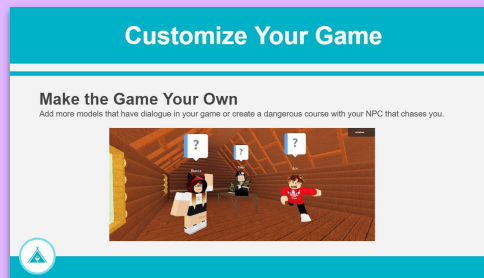
Slide Aesthetic fits Company's Branding



Instructions with Visuals



Game Creation with Students



Learn more about me!

Here's more of what I do :D

[Linked In](#)

[Portfolio](#)

[Twitter](#)