

CAROLINE CAHILL

PRODUCT DESIGNER | UI/UX & CREATIVE STRATEGY | EU CITIZEN

EXPERIENCE

PRODUCT DESIGNER, GAMES

GETZOOT | 2024 - PRESENT

- Designed and developed engaging short-form games with a strong focus on player journey, quest structures, and leveling systems, driving player retention and engagement across the platform.
- Created in-game economies and reward structures that balance challenge with progression, encouraging players to explore quests and invest time in leveling up within each game.
- Built an extensive portfolio of games featuring platform-driven competition, community features, and social engagement elements that drive recurring revenue.
- Worked closely with a team of engineers, guiding the design and implementation process to deliver games that foster community interaction and competitive play.
- Conducted ongoing market research and player feedback analysis to refine game mechanics and enhance the player journey

SENIOR TECHNOLOGIST, WEB CONTENT SPECIALIST

BROWN UNIVERSITY | 2022 - 2024

- Led end-to-end product development with an emphasis on front-end tech, enhancing public accessibility and enriching the user experience across interactive digital media.
- Developed full-stack web applications, boosting page traffic by an average of 81% over two years through user-centric design.
- Ensured accessibility compliance with WCAG 2.1 standards, collaborating across departments to ensure cohesive project implementation.
- Utilized Agile methodologies with tools like Figma and Sketch to guide and coordinate intersectional teams in producing impactful digital content.

PROJECTS

Shelf Life

Library simulation management roleplaying game. Fully shipped RPG with over 70,000 words of dialogue and three hours of playtime.

Platform: Unity | Role: Producer and Product Manager | [Link on Portfolio](#)

Odysseus

CYOA roleplaying game centered around the 1912 Antarctic Terra Nova expedition.

Platform: Twine | Role: Developer and Writer | [Link on Portfolio](#)

SKILLS

SOFTWARE

React.js
Node.js
C/C++
SQL (Postgres)
Unity

MANAGEMENT

Figma
Jira
Agile Methodologies
Scrum
Waterfall

DESIGN

Adobe Creative Suite
Tableau
Blender/Maya
Twine
HTML/CSS/JS

SOFT

Communication
Presentations
Interdisciplinary leadership
Copywriting
Creativity & Innovation

EDUCATION

TRINITY COLLEGE, DUBLIN

Master of Science, Computer Science
Interactive Digital Media
2024

BOSTON UNIVERSITY

Bachelor's of Science | Media and Computer Science
2021

CONTACT

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