CHLOE WALSH

Durango, CO | (970) 314-5507 | design@chloewalsh.net | www.chloewalsh.net

SUMMARY

Versatile designer with a focus on systems, simulation, and user experience. I bring a background in computer engineering and game design, with hands-on experience building logic systems, branching narratives, and training workflows in Unity and Unreal. Whether building turn-based mechanics or mission simulations, my work emphasizes clarity, responsiveness, and alignment with how players or users think and act. I'm especially interested in projects that require strong systems thinking, whether in games, applied simulation, or interactive training environments.

TECHNICAL SKILLS

Systems Design: Gameplay systems, branching logic, turn-based mechanics, simulation workflows
Programming: C#, C++, Python, Blueprint scripting, Arduino, MATLAB, LabVIEW
Engines & Platforms: Unity (2D/3D), Unreal Engine (Blueprint & C++), VR simulation
Version Control: Git, Perforce
Visual & 3D Tools: Blender, Maya, ZBrush, Photoshop, photogrammetry tools/workflow
Collaboration: Rapid prototyping, iterative development, cross-disciplinary teamwork

PROFESSIONAL EXPERIENCE

MICHAEL KELLY DESIGN SERVICES Durango, CO
Game Design and Programming Intern Mar 2017 – Sep 2018

- Built real-time training and simulation environments in Unity using photogrammetry workflows and custom environment scripting.
- Designed branching logic and state machines to model interactive user scenarios and mission-based behavior.
- Co-developed a high-traffic VR exhibit for public deployment, emphasizing usability and replayable experiences.
- Ran interface walkthroughs and informal user tests to capture behavioral data and improve clarity in high-context interactions.
- Authored technical guides to support non-technical staff in maintaining VR hardware and facilitating user interaction with simulation systems.

Mentorship from this internship remains ongoing; serves as a key professional reference.

PROJECTS

BENEATH THE FOG | Systems Designer Feb 2025 – May 2025

- Programmed core gameplay systems in C# for combat, inventory, dialogue, and quests with shared logic architecture.
- Built a branching dialogue and quest system using event triggers and state handling tied to player choice.
- Developed turn-based combat mechanics with condition-driven logic, UI integration, and player feedback.
- Conducted iterative playtesting to refine system clarity, pacing, and cohesion across narrative and mechanics.

STONE AND SAND | Systems Designer Nov 2024 – Dec 2024

- Scripted puzzle logic, turn-based combat, and multi-step interactions using C# and Unity event handling.
- Designed riddles and environmental cues that guided players through layered, state-driven challenges.
- Built reusable interaction systems for tracking puzzle progress and gating player input across scenarios.
- Prototyped clean, responsive UI to visualize task flow, feedback states, and moment-to-moment player intent.

EDUCATION

ACADEMY OF ART UNIVERSITY San Francisco, CA
BFA in Game Design
Relevant Coursework: Systems Design, UX Design, Game Scripting, C# Programming, C++ Programming, Narrative Systems, Iterative Prototyping.
Additional Focus: Applied structured problem-solving to both creative and technical design challenges.
Prior Study: Completed foundational coursework in Computer Engineering at Fort Lewis College (2020–2022), including MATLAB, LabVIEW, C++, and object-oriented programming.