CHLOE WALSH

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GAME DESIGNER

OBJECTIVE

I'm an enthusiastic Game Designer with hands-on experience in narrative development and object-oriented programming. I'm proficient in C# scripting and skilled at cross-disciplinary collaboration with excellent communication skills. I excel at crafting intricate mechanics, innovative storytelling, and managing my time under tight deadlines. As a quick learner, I can adapt to new situations and digital programs readily. My goal is to deliver experiences that truly captivate players and linger in their thoughts long after they've stopped playing.

WORK EXPERIENCE

Game Design and Programming Intern | Michael Kelly Design Services   March 2017 - September 2018
- Developed nature-focused VR games in Unity(C#), enabling virtual exploration of real-world locations.
- Captured and recreated landscapes using photogrammetry software, producing 3D environments that enhanced immersion.
- Collaborated with teammates and mentors to create a VR exhibit for a children's museum.
- Pitched and iterated on project ideas based on mentor feedback, fostering innovative solutions and a commitment to excellence.

PROJECTS

Stone and Sand | RPG Prototype   November - December 2024
- Developed a riddle puzzle system that challenged players to decode clues to progress.
- Implemented a turn-based combat system and puzzle mechanics with C# in Unity.

Fenced Fox | Puzzle Game   October 2024
- Integrated responsive UI elements with clear visual and auditory feedback to enhance user engagement.
- Designed and implemented gameplay mechanics in C#.

Essence Bound | Conceptual RPG   September - December 2024
- Implemented iterative revisions based on professor feedback, enhancing replayability and polishing story arcs to maintain narrative cohesion.
- Developed a branching storyline and lore that emphasized player choice.

EDUCATION

B.F.A in Game Design | Academy of Art University   May 2025
- Relevant coursework: Narrative Design, Level Design, Systems Design, Game Scripting(C#), Unreal Blueprints, and Project Management.

SKILLS

Programming Skills
- Proficient in C# and visual scripting(Unreal)
- Familiar with C++ and Python

Game Engines
- Unreal
- Unity

Other Skills
- Strong communication skills, both written and verbal
- Excellent problem-solving abilities
- Time management and organizational skills
- Attention to detail and accuracy
- Adobe Photoshop
- Microsoft Office Suite