

# Kaylee L. Morales

Los Angeles, CA | (661) 770-5953 | [kayleemo@usc.edu](mailto:kayleemo@usc.edu) | [kayleelinettemorales.com](http://kayleelinettemorales.com)

## EDUCATION

### University of Southern California, Viterbi School of Engineering

*Master of Science, Computer Science and Game Design*

Los Angeles, CA

May 2027

**Honors:** Gearld A. Lawson Scholar

**Relevant Coursework:** 3D Graphics and Rendering, Game Design Workshop

### University of California, Santa Cruz, Baskin School of Engineering

*Bachelor of Science, Computer Science and Game Design*

Santa Cruz, CA

June 2025

**Honors:** Dean's List, Honors in the Major

**Relevant Coursework:** Game Production Studio, Creative Coding

GPA: 3.62

## EXPERIENCE

### Radical Play Lab

*Programmer and Tutor*

Los Angeles, CA

October 2025-Present

- Facilitating group tutoring sessions for middle school students to support their understanding of game design.
- Programming gameplay systems and interactive prototypes.

### UCSC Baskin Engineering

*Group Tutor and Reader*

Santa Cruz, CA

March 2025-June 2025

- Facilitated weekly group tutoring sessions for 10–15 students, supporting their understanding of games through critical cultural, historical, and technical lenses.
- Provided guidance on analytical writing and game study concepts, including intersectionality and player experience.
- Evaluated and graded student assignments with a focus on clarity, critical engagement, and use of course materials.

### UCSC Merrill Programs Office

*Programs Assistant*

Santa Cruz, CA

September 2024-June 2025

- Designed, coordinated, and executed 15+ community events promoting student wellness, identity, and engagement.
- Collaborated with campus departments and student organizations to facilitate inclusive programming.
- Collected and analyzed event feedback from 100+ students to improve programming effectiveness and strategic planning.

## ACADEMIC PROJECTS

### Game Production Studio: Markus's Miasma

*Product Owner*

Santa Cruz, CA

January 2025-June 2025

- Led development of *Markus's Miasma*, a 2D narrative-driven puzzle horror game set in a surreal version of the UCSC campus.
- Managed a team of 8+ designers, programmers, and artists by creating and assigning tasks through agile tools like Taiga, and facilitated sprint planning, progress check-ins, and milestone reviews to ensure on-time delivery of core features.
- Presented game updates and pitch materials to instructors and peers, incorporating playtesting feedback from 40+ players to iterate and improve project direction.

### Game Production Studio: Red Trees Rail Co.

*2D Artist and Social Media Management*

Santa Cruz, CA

January 2024-June 2024

- Created original 2D art assets, including character designs, UI elements, and promotional materials for *Red Trees Rail Co.*
- Developed and executed a social media strategy to build community engagement, grow online presence, and promote development milestones.

## LEADERSHIP & INVOLVEMENT

### USC Viterbi Graduate Student Association

*Student Belonging Senator*

Los Angeles, CA

September 2025-Present

- Designed, coordinated, and executed community-building events focused on student wellness for Graduate Students.
- Contributed to meetings, offering input on event planning, budgeting, and outreach strategies to benefit the broader Viterbi community.

### UCSC Merrill Student Government

*Community Service Representative*

Santa Cruz, CA

September 2024-June 2025

- Advocated for equity-focused service opportunities that aligned with Merrill College's values of cultural awareness.
- Contributed to student government meetings, offering input on event planning, budgeting, and outreach strategies to benefit the broader Merrill community.

## SKILLS & INTERESTS

**Languages:** Spanish

**Technical Skills:** C/C++, Python, Java/TypeScript, Godot, Scrum Board, ChatGPT, Canva, Figma, Photoshop

**Interests:** Video Games, Management, Coding, Graphic Design, Student Life, Tutoring, Community Volunteering