Kaylee L. Morales

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EDUCATION

University of Southern California, Viterbi School of Engineering — Los Angeles, CA
Master of Science, Computer Science and Game Design — May 2027
Relevant Coursework: 3D Graphics and Rendering, Game Design Workshop

University of California, Santa Cruz, Baskin School of Engineering — Santa Cruz, CA
Bachelor of Science, Computer Science and Game Design — June 2025
Honors: Dean's List — GPA: 3.62
Relevant Coursework: Game Production Studio, Creative Coding

EXPERIENCE

Radical Play Lab — Los Angeles, CA
Programmer and Tutor — 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 — Santa Cruz, CA
Group Tutor and Reader — 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 — Santa Cruz, CA
Programs Assistant — 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 — Santa Cruz, CA
Product Owner — 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. — Santa Cruz, CA
2D Artist and Social Media Management — 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 — Los Angeles, CA
Student Belonging Senator. — 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 — Santa Cruz, CA
Community Service Representative — 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