

Kaylee L. Morales

Los Angeles, CA | (661) 770-5953 | kayleemo@usc.edu | kayleelinettemorales.com

EDUCATION

University of Southern California, Viterbi School of Engineering <i>Master of Science, Computer Science and Game Design</i> Honors: Gearld A. Lawson Scholar Relevant Coursework: 3D Graphics and Rendering, Game Design Workshop	Los Angeles, CA May 2027
University of California, Santa Cruz, Baskin School of Engineering <i>Bachelor of Science, Computer Science and Game Design</i> Honors: Dean's List, Honors in the Major Relevant Coursework: Game Production Studio, Creative Coding	Santa Cruz, CA June 2025 GPA: 3.62

EXPERIENCE

Radical Play Lab <i>Programmer and Tutor</i> <ul style="list-style-type: none">Facilitating group tutoring sessions for middle school students to support their understanding of game design.Programming gameplay systems and interactive prototypes.	Los Angeles, CA October 2025-Present
UCSC Baskin Engineering <i>Group Tutor and Reader</i> <ul style="list-style-type: none">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.	Santa Cruz, CA March 2025-June 2025
UCSC Merrill Programs Office <i>Programs Assistant</i> <ul style="list-style-type: none">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.	Santa Cruz, CA September 2024-June 2025

ACADEMIC PROJECTS

Game Production Studio: Markus's Miasma <i>Product Owner</i> <ul style="list-style-type: none">Led development of <i>Markus's Miasma</i>, 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.	Santa Cruz, CA January 2025-June 2025
Game Production Studio: Red Trees Rail Co. <i>2D Artist and Social Media Management</i> <ul style="list-style-type: none">Created original 2D art assets, including character designs, UI elements, and promotional materials for <i>Red Trees Rail Co.</i>Developed and executed a social media strategy to build community engagement, grow online presence, and promote development milestones.	Santa Cruz, CA January 2024-June 2024

LEADERSHIP & INVOLVEMENT

USC Viterbi Graduate Student Association <i>Student Belonging Senator</i> <ul style="list-style-type: none">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.	Los Angeles, CA September 2025-Present
UCSC Merrill Student Government <i>Community Service Representative</i> <ul style="list-style-type: none">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.	Santa Cruz, CA September 2024-June 2025

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