

Kaylee L. Morales

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EDUCATION

University of Southern California, Viterbi School of Engineering

Master of Science, Computer Science and Game Design

Honors: PlayStation Pathways Scholar

Relevant Coursework: Pre-Production, Interactive Design and Production I, Game Design Workshop

Los Angeles, CA

May 2027

GPA: 3.5

University of California, Santa Cruz, Baskin School of Engineering

Bachelor of Science, Computer Science and Game Design

Honors: Dean's List, Honors in the Major

Relevant Coursework: Game Production Studio, Creative Coding

Santa Cruz, CA

June 2025

GPA: 3.62

GAME PROJECTS

Game Production: [Markus's Miasma](#)

Lead Producer

Santa Cruz, CA

January 2025-June 2025

- Led development of *Markus's Miasma*, a 2D narrative-driven puzzle horror game.
- 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: [Red Trees Rail Co.](#)

Designer and 2D Artist

Santa Cruz, CA

January 2024-June 2024

- Designed and executed game mechanics to mimic a train operator's daily life.
- Created original 2D art assets, including character designs, UI elements, and promotional materials for *Red Trees Rail Co.*

EXPERIENCE

Radical Play Lab

Technical Producer, Programmer, 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.
- Serving as a Technical Producer for an in-development game, assigning and tracking engineering tasks, coordinating milestones, and supporting cross-functional collaboration.

UCSC Baskin Engineering

Game Culture Tutor

Santa Cruz, CA

March 2025-June 2025

- Facilitated weekly group tutoring sessions for 10–15 students, supporting their understanding of games through critical lenses of culture, history, and technology.
- 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

Event Planner

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.

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.

SKILLS & INTERESTS

Languages: Spanish

Technical Skills: Unity, Scrum, Kanban, Figma, C/C++/C++, Python, ChatGPT, Canva

Interests: Narrative Driven Games, FPS Games, Development Management, Coding, Graphic Design, Tutoring