Kaylee L. Morales

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EDUCATION

University of Southern California, Los Angeles, Viterbi School of Engineering　　　　Los Angeles, CA
Master of Science, Computer Science and Game Design　　　　June 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

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 individualized guidance on analytical writing and game study concepts, including intersectionality, representation, 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 community-building events focused on student wellness, cultural identity, and engagement (e.g., Fiesta on the Hill, Ghouls Night Out).
- Collaborated with campus departments and student organizations to facilitate inclusive programming aligned with DSAS values of equity, innovation, and student-centered support.
- Collected and analyzed event feedback to improve programming effectiveness and support strategic planning.

ACADEMIC PROJECTS

Game Production Studio: Markus's Miasma　　　　Santa Cruz, CA
Product Owner　　　　January 2025-Present
- 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 feedback 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, cultural identity, and engagement 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 and global responsibility.
- 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