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
Honors: PlayStation Pathways Scholar GPA:3.5
Relevant Coursework: Pre-Production, Interactive Design and Production I, 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, Honors in the Major GPA: 3.62
Relevant Coursework: Game Production Studio, Creative Coding

GAME PROJECTS

Game Production: Line By Line Los Angeles, CA
Lead Producer January 2026-Present
- Led pre-production of *Line By Line*, a 3D detective crossword game.
- Managed a team of a total of 4, which included the creative director, lead designer, lead engineer, and lead artist, by creating and assigning tasks through agile tools like Jira, and facilitated progress check-ins.

Game Production: Markus's Miasma Santa Cruz, CA
Lead Producer January 2025-June 2025
- Led development of *Markus's Miasma*, a 2D narrative-driven puzzle horror game.
- Managed a total team of 8, that included 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.

EXPERIENCE

Radical Play Lab Los Angeles, CA
Technical Producer, Programmer, 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.
- 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 Santa Cruz, CA
Game Culture Tutor 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 Santa Cruz, CA
Event Planner 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 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.

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