HALEY PHILLIPS

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TECHNICAL SKILLS

- Project Documentation
- Version Control / SCM
- White Box Testing
- Black Box Testing
- Regression Testing

SOFTWARE

- Microsoft Visual Studio
- Git Bash / GitHub
- Adobe Photoshop
- Google Apps
- Unity Engine
- Basecamp
- JIRA

SOFT SKILLS

- Problem Solving
- Attention to Detail
- Communication
- Conflict Resolution
- Task Organization
- Critical Thinking
- Customer Service
- Teaching & Instructing

CODING LANGUAGES

C++, C#, Python,
HTML/CSS, Phaser/JS

EDUCATION

Columbia College Chicago
Chicago, IL | GPA: 3.6 | May 2021

B.S. in Game Programming

Minor in Interactive Media Development & Entrepreneurship

OTHER INVOLVEMENT

IGDA Chicago, Member

Bit Bash Chicago, Events Volunteer

Major League Hackathons, Attendee

GDC 2018-2019, Attendee

RELEVANT EXPERIENCE

Cartoon Network Games, June 2019 – Present
Quality Assurance Tester & Games Production Intern, Atlanta, GA

- Black box, white box, and regression testing across a variety of titles and devices (iOS, Android, Apple TV, Xbox One)
- Documented bugs in JIRA with comprehensive reproduction steps
- Verified fixes by developers and created detailed reports
- Compiled promotional material for releases to digital storefronts
- Gathered assets from CN original property to be used in-game

Hackerjacks, November 2018 – Present
Events Coordinator, Columbia College Chicago

- Led weekly meeting presentations exploring topics in programming
- Organized and executed Major League Hacking development workshops
- Scheduled activities and guest appearances with local game workers

iD Tech Camps, May 2018 – May 2019
Remote / Camp Instructor, University of Michigan

- Provided private game software and coding lessons via video conference and screen-sharing in Unity Engine, C++, HTML, Python, and Java
- Exercised effective time management and organizational skills
- Communicated with dozens of clients to book lessons over email/phone
- Taught classes in Python IDLE, assembling Raspberry Pi-Tops, wiring breadboard circuitry, and mobile app development in GameMaker
- Demonstrated teamwork and leadership ability in working with a team of twelve other instructors to plan and execute camp activities

PROJECTS

Save the Snacks, June 2019 – Present
Solo Developer, Cartoon Network Games

- Designed and developed a mobile game based on a CN original property
- Wrote game, technical, and art design documentation with milestones
- Created & scripted core gameplay systems in Phaser/JS framework

Pizza Roll!, March 2019
Level Designer, Indie Train Jam to GDC

- Developed in 72 hours on an Amtrak from Chicago to San Francisco
- Applied 3D modeling skills in Blender to create low-poly assets
- Designed and laid out in-game environment in Unity Engine

ADDITIONAL EXPERIENCE

Columbia College, September 2018 – May 2019
Peer Math & HTML/CSS Tutor Intern, Chicago, IL

- Exercised strong interpersonal skills in working with a variety of peers