

HALEY PHILLIPS

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TECHNICAL SKILLS

- Project Documentation
- Game Programming/Scripting
- Quality Assurance Testing
- Gameplay & Level Design
- Version Control
- 3D Modeling

SOFTWARE

- Microsoft Visual Studio
- GameMaker Studio 2
- Office PowerPoint
- Adobe Photoshop
- Unity Engine
- JIRA Enterprise
- Blender 3D
- GitHub Desktop / Git Bash

SOFT SKILLS

- Team Management
- Communication
- Conflict Resolution
- Task Organization
- Critical Thinking
- Customer Service
- Teaching & Instructing

LANGUAGES

C++, C#, Python,
HTML, CSS, JavaScript

EDUCATION

Columbia College Chicago

Chicago, IL | GPA: 3.64 | May 2021

B.S. in Game Programming

Minor in Interactive Media Development
& Entrepreneurship

INVOLVEMENT

IGDA Chicago, Student Member

Bit Bash Chicago, Events Volunteer

Game Workers Unite Chicago, Member

GDC 2018-2019, Attendee

RELEVANT EXPERIENCE

Cartoon Network Games, June 2019 – August 2019

Games Production Intern, Atlanta, GA

- Assisted the project team on the Apple Arcade exclusive, *Steven Universe: Unleash the Light*, performing QA testing on multiple platforms & deliveries
- Documented changes from creative reviews to communicate to vendors
- Worked with the Marketing team to gather assets for a user acquisition campaign in support of the Cartoon Network Arcade app

Hackerjacks, November 2018 – Present

Organization Leader / 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

- Demonstrated teamwork and leadership ability in working with a team of twelve other instructors to plan and execute hundreds of in-person classes
- Provided private game software and coding lessons via video conference
- Exercised effective time management and organizational skills
- Communicated with dozens of clients to book lessons over email/phone

PROJECTS

The Keisha & Auggie Show, September 2019

Level Designer, Sugar Gamers / Live CGI

- Designed a 3D stage in Unity using store assets for a live show on Twitch

Save the Snacks, June 2019 – August 2019

Solo Developer, Cartoon Network Games

- Scripted and designed gameplay for an original HTML5 game using Phaser/Js
- Set milestone dates and delivered builds through Beta phase of production
- Created supporting pre-production documentation (GDD, ADD & TDD)

Pizza Roll!, March 2019

Level Designer & 3D Artist, Indie Train Jam to GDC

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

ADDITIONAL EXPERIENCE

Interactive Arts & Media Department, September 2019 – Present

Game Programming Tutor & Lab Tech, Columbia College Chicago

- Facilitated game equipment disbursement & department-wide IT solutions

The Learning Studio, September 2018 – May 2019

Peer Math & HTML/CSS Tutor Intern, Columbia College Chicago

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