

EMILY TURNER

DEV, DESIGNER, DORK

CONTACT



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emilykturner.com

EDUCATION

Rochester Institute of
Technology;

Graduated December 2019
Bachelor of Science, Game
Design and Development
Summa Cum Laude,
Deans List

SKILLS

Languages: C/C++, C#, JavaScript,
HTML, XML

Proficiencies: Unity, Unreal, Visual
Studio, Figma, Git, Perforce, Adobe
Suite, Excel, CSS

EXPERIENCE



Niantic Interactive, Systems Designer
Marvel: World of Heroes

2023

"Improved gameplay via tool design, combat balancing, rapid prototyping, and data-based iteration. Implemented accessibility features, resulting in an 8% increase Daily Active Users during Soft Launch.



Oxide Games, Game Designer
ARA: History Untold, Microsoft Publishing

2019 - 2023

Designed new game systems from the ground up, rapidly iterated on existing game elements in an AGILE development cycle, and integrated player feedback from alpha playtesting.

CONFERENCES



SIEGE

2022 PANELIST

AI Design for Strategy Games



IndieCade

2020 STUDENT GAME NOMINEE

Project "Gamer Girl", Lead Designer

2023 JUDGE



Games 4 Change

2020 STUDENT GAME NOMINEE, PANELIST

Project "Gamer Girl", Lead Designer
Activism in Gaming