Emily Turner

Dev, Designer, Dork   EmilyTurner003@gmail.com

Employment:

Niantic Interactive (2023)
Systems Designer (2023)

Marvel: World of Heroes
Shaped the overall gameplay experience through tool design and creation, combat balancing, rapid prototyping, and data-based design iteration. Created new accessibility features which resulted in an **8% increase in Daily Active Users** during the game's soft-launch beta.

Oxide Games (2019-2023)
Game Designer (2022 – 2023)
Junior Game Designer (2020 – 2022)
Associate Game Designer (2020)
Game Design Intern (Summer 2019)

ARA: History Untold, Microsoft Publishing
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.

Education: Rochester Institute of Technology (2016 – 2019)

Bachelor of Science, Game Design and Development, Minor in Psychology
Summa Cum Laude, Dean's List

Technical Skills

Languages: C/C++, C#, JavaScript, HTML, XML
Proficiencies: Unity, Unreal, Visual Studio, Figma, Git, Perforce, Adobe Suite, Excel, CSS

Conferences

- IndieCade: Judge (2022), Student Game Nominee (2020)
    - *Project: Gamer Girl, Design Lead*
- Games 4 Change (2020): Panelist, Activism in Games; Student Game Nominee
    - *Project: Gamer Girl, Design Lead*
- SIEGE: Panelist, AI Design for Strategy Games (2022)