

# Emily Pratt

Technical Game Designer • VR Software Developer

402-709-8816 | epratt250@gmail.com | Fremont, NE | <https://www.linkedin.com/in/emily-pratt-creative/>

## PROFESSIONAL SUMMARY

Results-driven professional with a strong passion for the design industry. Currently continuing to develop comprehensive skills and gain hands-on experience with Unity and Meta VR. Committed to creativity, teamwork, and constant learning to contribute effectively to the dynamic field of design.

## AREAS OF EXPERTISE

<b>Technical Skills</b>	Unity VR Development   C#   XR Toolkit   Meta Quest Development   Plastic SCM   Custom Editor Tools   AI & Generative Tech Foundations
<b>Creative Skills</b>	Tool Usability & Workflow Design   Systems & Interaction Design   Iterative Prototyping & Testing   User Experience Optimization & Design
<b>Professional Skills</b>	Agile / Scrum Collaboration   Stakeholder Communication   Creator-First Advocacy   Cross-Functional Teamwork   Documentation & Presentation

## PROFESSIONAL EXPERIENCE

**OVRP Fellowship Dev Team Lead, UNeTech Institute | Omaha, NE** December 2024 – Present  
*Omaha VR Pipeline (OVRP) Fellowship is a development program under UNeTech Institute, focused on cultivating XR talent through hands-on collaborative projects. As Fellowship Team Lead, I mentor a cohort of fellows while managing technical direction, team organization, and agile workflows in Unity-based VR experiences for the Meta Quest 3.*

- Mentored 4+ other fellows as they navigated learning VR specific development techniques
- Refined overall game design documentation as per OVRP's Scrum project management framework
- Gained further use and experience with Jira task board management and backlog refinement, Plastic SCM (Unity Source control), Slack communication, and Mural presentations
- Facilitated remote and in-person work meetings as needed, including during Scrum Master's absence

**VR Development Fellow, UNeTech Institute | Omaha, NE** March 2024 – December 2024  
*UNeTech Institute is an innovation incubator focused on advancing healthcare solutions through technology. As a VR Development Fellow, I design and prototype immersive training tools in Unity for medical simulation.*

- Tasked with designing a "follow-me" mechanic compatible with Quest 3 controller profiles that trains users in specific procedure steps
- Authored and integrated 5+ specific C# scripts into program architecture resulting in a guidance system, tool visibility, engageable haptic feedback situations, and tool reset withing Unity VR Framework
- Implemented creator-first tools: prefabs, mechanic prototypes, testing environments
- Used Scrum practices to deliver consistent sprint demos and stakeholder updates

**Game Design Intern, Studio Nisse | Omaha, NE** December 2022 – January 2024  
*Studio Nisse is an indie game development studio focused on narrative and character-driven experiences. As a Game Design Intern, I contributed to gameplay systems, character designs, and iterative documentation for feature implementation and updates.*

- Worked remotely under the mentorship of Studio Game Design Lead with other 8 interns to further develop a game for release
- Responsible for documenting design iterations and presenting proposals to team and leadership

- Created pixelated character profiles from concept work for implementation

## ----- EDUCATION -----

**Computer Science BSCS**, University of Nebraska, *Omaha, NE*

August 2024 – Present

**Artificial Intelligence BSCS**, University of Nebraska, *Omaha, NE*

August 2024 – Present

**3D Animation and Game Design AAS**, Metropolitan Community College, *Elkhorn, NE*

June 2022 – January 2024

## ----- CERTIFICATIONS -----

**Scrum Master Certified**, Scrum Alliance | Credential ID 001668355 | 2024

**Certified Scrum Developer**, Scrum Alliance | Credential ID 001633780 | 2024