

I'm a game developer who loves creating interactive, expressive experiences and thrives on challenges that require and inspire creativity!



GAME DEV SKILLS

Game Design:

Rapid Prototyping, Level Design, Playtesting, Spreadsheets, Game Feel

Game Engines:

Unity, Unreal Engine 4

Adobe Creative Cloud:

Photoshop, Illustrator, Premiere Pro, After Effects, InDesign

Project Management:

Agile/Scrum, Jira, Confluence, Trello

Programming:

C++, C#

Game Art:

2D, 3D

Other:

Teamwork, Communication, Creative Thinking, Organization

GAME DEV EXPERIENCE

Glu Mobile

Associate Software Engineer – Table & Taste

2019 - 2020

- As first non-Director-level hire, led team's prototyping efforts in Unity Engine and built initial code base and game's Vertical Slice
- Walked all new Engineering and Art team members through the Unity project and code base and assisted Designers in navigating the project
- Worked in tandem with Senior Engineer to develop code structure and program game mechanics
- Worked closely with the team's Game Designer to design and create rapid prototypes of potential features, in both 2D and 3D, creating art and UI assets used
- Designed table decor layouts for the game (the game's equivalent of level design) and created documentation in Excel and PowerPoint for the Design Team
- Kept team meeting notes, including playtesting sessions

Girls Make Games

Lead Unity Instructor, Counselor

2018

- Lead interactive modules on Unity to ~20 campers, solving technical issues as they arose
- Secured industry experts and professionals as guest speakers
- Mentored a team of four in the process of game development, from initial concept to publishing
- Recognized as a Star Camp Counselor

Workshop Instructor

2018 - 2019

- Traveled to Texas and Canada to teach workshops
- Taught ~50 girls, between grades 5 – 8, how to develop a game in Stencyl and how to create game-ready pixel art

OTHER EXPERIENCE

Clothing Designer

Knitwear and Crochet

2020 - Present

- Develop designs and write patterns for upcoming publications
- Create instructional videos

EDUCATION

UC Santa Cruz

M.S. Games & Playable Media

September 2016 - August 2017

Stanford University

B.S. Environmental Engineering

September 2009 - June 2013