

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, led team's prototyping efforts in Unity Engine
- Implemented all UI screens based on mockups
- Developed code structure and programmed game mechanics
- Designed and refined systems and mechanics to reflect desired game feel
- Adjusted and created 2D art assets as needed
- Designed and implemented table décor layouts based on spreadsheet specifications, creating documentation for the content team
- Helped write and edit in-game text
- 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