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



SKILLS

Game Design:

Rapid Prototyping, Level Design, Playtesting, Spreadsheets

Game Engines:

Unity, Unreal Engine 4

Adobe Creative Cloud:

Photoshop, Illustrator, Premiere Pro, After Effects, InDesign

Project Management:

Agile/Scrum, Jira, Trello

Programming:

C++, C#

Game Art:

2D, 3D

Other:

Teamwork, Communication, Creative Thinking, Organization

WORK EXPERIENCE

Independent/Freelance

Unity

Game Developer

2016 - 2018

- Design and refine systems and mechanics to reflect desired game feel
- Create 2D and 3D art assets as needed
- Create map layouts using principles of architecture and flow, build levels, and script required events

Girls Make Games

Mountain View, CA

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

Instructor 2018

• Taught \sim 50 girls, between grades 5 – 8, how to develop a game in Stencyl and how to create game-ready pixel art

VOLUNTEER EXPERIENCE

Girls Make Games

San Mateo, CA

MakerFaire Volunteer

2018

 Helped recruit volunteers for the Girls Make Games booth and represented the company throughout the weekend, answering questions and meeting with prospective campers

UCSC Games & Playable Media

Santa Clara, CA

Judge, Mentor

2018

- Served as an industry judge during Greenlight and Vertical Slice pitches for students in the Master's program
- Offered guidance and support to one of the teams that successfully made it through Vertical Slice

EDUCATION

UC Santa Cruz

Santa Clara, CA

M.S. Games & Playable Media

September 2016 - August 2017

Stanford University

Stanford, CA

B.S. Environmental Engineering

September 2009 - June 2013