

I'm a game developer 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 Feel

### 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

*Game Developer*

Unity  
2016 - 2018

- Design and refine systems and mechanics to reflect desired game feel
- Develop code structure and program game mechanics
- 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

*Lead Unity Instructor, Counselor*

Mountain View, CA  
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 ~50 girls, between grades 5 – 8, how to develop a game in Stencyl and how to create game-ready pixel art

## OTHER

### Girls Make Games

*MakerFaire Volunteer*

San Mateo, CA  
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

*Judge, Mentor*

Santa Clara, CA  
2018

- Served as an industry judge during Greenlight and Vertical Slice pitches for students in the Master's program

## EDUCATION

### UC Santa Cruz

*M.S. Games & Playable Media*

Santa Clara, CA  
September 2016 - August 2017

### Stanford University

*B.S. Environmental Engineering*

Stanford, CA  
September 2009 - June 2013