

Julie Demyanovich

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KNOWLEDGE

- Experienced in creative and collaborative software: Adobe Creative Cloud, Google Suite, Microsoft Office.
- Leadership experience in producing games using the Agile/Scrum process, Excel spreadsheets, JIRA, HacknPlan, and Trello. Successful conduction of inter-team and intra-team communications through Slack, Discord, Google Groups, and GroupMe.
- Graphic and full motion video and audio software creation and editing tools; Adobe Premier, Adobe After Effects, Adobe Photoshop, FL Studio, MuseScore, Audacity, 3ds Max, Maya.
- Simulation and game development with interactive, user interface design; Unity, Unreal, RPG Maker, Construct 2 and 3.
- Team leader and manager (in-person and web-based) in organized youth and adult employment and volunteer programs for over 5 years; held multiple leader, deputy leader and team leader roles.
- Human research study design and execution with Institutional Review Board review and approval of a survey-based, two part GMU study using Qualtrics and Microsoft Excel.
- Functional in German language - read, write, speak, listen (subject to a test).

EXPERIENCE

Research Scholar || George Mason University (Student)

Jan. 2019 – present

- Lead researcher of two funded research studies
 - Study on student game developer confidence and competitiveness in searching for employment after graduation.
 - Study looking at the factors that have the highest correlation with team success in student game development teams.
- Presented findings at East Coast Game Conference, Celebration of Undergraduate Research, College of Humanities and Social Sciences Research Symposium.

Instructor || Lorton Workhouse & STEM exCEL (Employee)

Jan. 2019 – present

- Created and implemented original curriculum at Lorton to teach the fundamentals of disciplines in computer game design, including music, sound design, art, programming, and design.
- Inspired children to pursue game design and other STEM-related topics.

Producer || GMU Game Analysis Design Interest Group (GADIG) Sept. 2018 – present

- Successfully designed and published two independent computer games in 9 months with a 100-person team.
- Facilitated relationship between Manticore Games and GADIG, using Manticore software tools and ensured strong communication during a GADIG-based, closed-alpha game testing effort.
- Established teams and their production pipelines and deadlines in art, design, programming, sound.
- Tracked the production of a video game in CORE as a systems engineering software application.
- Ensured transparent, frequent virtual and in-person communications despite cancellation of remaining in-person meetings.

Producer || Bruce Allegory Project**Aug. 2017 – present**

- Organized team members to create an asset list and project timeline.
- Learned blueprint programming system in Unreal to ensure project's timely completion.
- Designed maps for the game and triggers for audio cues.
- Conducted all marketing through social media on Twitter, Facebook, and YouTube.

Deputy Commander || Civil Air Patrol (Volunteer)**Sept. 2010 – present**

- Nationally recognized for educating local communities in opportunities within STEAM.
- Managing activities with up to 400 participants; conducted selection boards and staff training.
- Maintains strategic, big-picture thinking while empowering and mentoring team members through insightful feedback and discussions aligned with the organizational mission, vision, and goals.

SKILLS | ACCOMPLISHMENTS

Certified private pilot (Federal Aviation Administration), International Air Cadet Exchange (IACE) US 2018 selectee (1 of 2) for Belgium as US IACE Ambassador (Civil Air Patrol, US Air Force Auxiliary), National Award Winner for Frank G. Brewer Aerospace Education Award – a sole Cadet awarded annually (Civil Air Patrol), Girl Scout Gold Award and Silver Trefoil Award recipient (Highest youth award, Girl Scouts of America), Drum Major (West Springfield High School), Composer and Animator (George Mason Curriculum), German (West Springfield High School)

EDUCATION

B.F.A. Computer Game Design, *George Mason University, Fairfax, VA* **Aug 2017 – May 2020**

B.S. Psychology, *George Mason University, Fairfax, VA* **Aug 2017 – May 2020**

Diploma (Honors), *West Springfield High School, Springfield, VA* **Aug 2013 – May 2017**

PORTFOLIO WITH MORE DETAILS: See <https://juliedemyanovich.com/>