

experience

One More Multiverse multiverse.com

September 2019 - Present

Game Designer (2022 - Current)

- Collaborated with executive team to turn company goals into pre-production plans. Ideated and designed rapid prototypes exploring how to make roleplay asynchronous, mobile, and fun for our existing real-time multiplayer roleplaying platform.
- Facilitated continuous community playtests, user interviews, and analysis of quantitative and qualitative data for several concepts. Developed rapid prototyping and experimentation processes at the company.
- Led agile team in producing Project Long Rest, an asynchronous, mobile roleplay game with React Native, Tailwind, and Firebase. As well as planned strategies and timelines for live service game.

Product Manager (2020 - 2022)

- Adapted best-selling tabletop RPG *Blades in the Dark* into a custom, digital-first experience for both newcomers and long-time fans, reinventing physical mechanics into compelling digital gameplay. Collaborated with stakeholders including game creator John Harper.
- Led game development for a 10+ all-remote team of engineers, designers, and artists. Coordinated with marketing and stakeholder teams in creating and adjusting team roadmap. Steered team through multiple high-level pivots.

Full-stack Developer (2019 - 2021)

- Implemented multiplayer gameplay features such as automated dice rollers, interactive story text, and text chat using React, Typescript, and Firebase.
- Worked with designers and artists across the team to bring Figma mockups to pixel-perfect life.
- Balanced user feedback from our community, addressing both feature and polish needs to increase player happiness.

Samsara samsara.com

June - August 2019

Software Engineering Intern

- Developed a new autocomplete user mention feature to improve coaching workflows in Samsara's driver safety platform, using React and GraphQL. Iterated on solutions through direct interviews with customers to address needs.

PTC Reality Lab ptc.com

February - May 2018

AR Innovation Research Intern

- Introduced UI revisions and gesture controls to the Reality Editor, an augmented reality platform, with Javascript.

education

Massachusetts Institute of Technology

June 2020

B.S. in Comparative Media Studies and Minor in Computer Science

projects

Soullocke Tracker soullocke.vercel.app

2021 - 2022

Developed a web-based tool using Next.js and Firebase that allows users to collaboratively track their journey in a game of Pokémon with soullocke rules. Includes automation specific to the ruleset. Currently has 1k monthly active users.

Majiang majiang.web.app

2021

Adapted Chinese majiang/mahjong to a real-time, multiplayer browser game for 3-4 people. Supports play with custom and regional rule variations. Original design inspired by our family's twenty year old mahjong set.

Flowers in a Long Grey Winter jynnie.me/rx/flowers-demo

January 2022

Designed and developed an original deck building game in Unity with C#. Features a hex grid deck, explorable overworld, and progression mechanics. Built in a month.

Spectre github.com/jynnie/spectre-app

April 2019

Created a playful overlay mod in Electron that allows spectators of a game to choose what parts of the screen are visible. Published paper regarding the project in UK game studies journal, Press Start.