

experience

One More Multiverse multiverse.com

September 2019 - Present

Game Designer (2022 - Current)

- Collaborates with executive team to turn company goals into pre-production plans. Ideate and design prototypes exploring how to make roleplay - solo, asynchronous, mobile AND fun.
- Manages rapid prototyping, community playtest facilitation, user interviews, and analysis of quantitative and qualitative data with stakeholder teams.
- Leads agile team in producing discovered mobile game with React Native, Tailwind, and Firebase. Plans strategies and timelines for live service game.

Product Manager (2020 - 2022)

- Collaborated with game creator, John Harper, to adapt *Blades in the Dark* into a custom, digital first experience. Balanced creating a quality experience for both newcomers and long time fans of the game.
- Led game development for a 10+ all-remote team of engineers, designers, and artists. Created and delivered team roadmap. Coordinated with marketing and QA teams.
- Launched the first custom digital adaptation in the web-based tabletop gaming platform, Multiverse.

Full-stack Developer (2019 - 2021)

- Implemented multiplayer gameplay features from user interface to networked APIs using React, Typescript, and Firebase for web-based gaming platform Multiverse.
- Worked with designers and artists across the team to bring Figma mockups to pixel-perfect life.
- Balanced user feedback from our community and internal content team, addressing both feature and polish needs.

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 augmented reality platforms, such as the lab's Reality Editor, with Javascript. Launched various AR experiments and demos presented to the Office of the CTO with the team.

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. Designed with automation specific to the soullocke ruleset.

Majiang majiang.web.app

2021

Converted Chinese majiang/mahjong to a real-time, multiplayer browser game for 3-4 people. Made to support automating 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 the start of 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.