

KAITLYN TRAN

518-416-2849 | 52 Shinnecock Hills Dr, Albany, NY 12205 | kaitlyntran1999@gmail.com

EDUCATION

Rochester Institute of Technology

Bachelor of Science in Game Design and Development, Major GPA: 3.5/4.00 Overall GPA: 3.3/4.00

May 2022

COMPUTER SKILLS & OTHERS

Programming Languages

- C#, Python, Java, C++, HTML/CSS, JavaScript

Software

- Visual Studio, Visual Studio Code, IntelliJ, Unity, Monogame
- Wwise, 3D Max, Blender, GitHub, Figma, Adobe Photoshop, Adobe Illustrator, Microsoft Office

Other

- Conversational Japanese

CO-OP EXPERIENCE & PROJECTS

Co-Op: Changeling – MAGIC, Rochester, NY

Producer & Game Designer

August 2020 – December 2020

- *Changeling* is a VR narrative mystery game focused on creating an immersive experience with a compelling story about experiencing hopes and fears through various perspectives of an abnormal family.
- Served as executive supervisor for teams and progress of the game using the agile development style.
- Directed and facilitated daily, weekly meetings and prepared progress and performance reports.
- Researched and wrote proposals; applied for financial grants and exhibitions.
- Performed official playtesting and quality assurance to find bugs and assess user feedback.
- Gained in depth knowledge and assisted in the design of the website and game style.
- Oversaw and developed game and testing documents including art direction, style, mechanics, elevator pitch, goals.

Gif Finder 2.0, Rochester Institute of Technology, NY

Designer and Developer

April 2020

- Designed and developed search engine website using the Giphy API library that allows users to search and select gifs.
- Responsible for designing the layout and developing features such as copying URL and showing favorites Gifs of the users.

Music and Gaming Education Symposium (MAGES), National Harbor, MD

Presenter

January 2020

- Selected as a panelist to present to 200+ attendees at the Music and Gaming Festival (MAGFest).
- Created an interactive lecture for audience regarding the differences and the analysis between Japanese and Western Role-Playing games, and how Special Editions effect the game industry.
- Awarded the “most well received” panel by attendees.

Druid Legacy Online, Rochester Institute of Technology, NY

UI Designer and Developer

December 2019

- Semester-long project that focuses on the design and development process of UI design.
- Collaborated with other team members to strategically devise solutions and goals to progress in areas such as planning events, meetings, etc.
- Spearheaded development of avatar/character creation page and overall design.

Untitled BRPG, Rochester Institute of Technology, NY

Designer and Developer

February 2019

- Created and oversaw art assets such as sprites and backgrounds; coded in Monogame Engine.
- Designed and developed fluid animations for sprites of the player and the enemies.
- Liaison among teammates and aided with UI design.

SCHOOL CLUBS & ORGANIZATIONS

Game Symphony Orchestra, Rochester Institute of Technology, NY

President, Treasurer (2017-Spring 2020)

September 2017-Present

- Directed and facilitated all executive board meetings; preside over all executive decisions of the organization.
- Served as the official spokesperson of the Game Symphony Orchestra and acted as the main point of contact.
- Collaborated with other members of the executive board and other organizations to strategically plan upcoming events; recruiting members, creating fundraisers.
- Liaison among the executive board and music executive board.
- Led and coordinated trips, general body meetings and general interest meetings with fellow board members.
- Maintained finances; perform deposits & write out checks for invoices; Financially certified
- Managed budget proposals, grants, sponsorships, and presentations as treasurer to fund orchestral finances