Lauren D'Angelo

Contact

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LinkedIn https://www.linkedin.com/in/l-dangelo

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Education

University of Texas at Dallas – August 2019 – May 2023

Bachelor of Arts in Arts, Technology, and Emerging Communication - Games Pathway Minor in Music and Minor in Asian Studies

- GPA: 3.774

1 Semester Exchange at the City University of Hong Kong (Spring 2022).

Projects

Lead Sound Designer – January 2023 – May 2023

Death Bloom - UTD Game Lab

- Unreal 5.1 and MetaSounds, ProTools.
- Led team of 17 people to create and implemented 120+ sounds.
- Collaborated with ~50 people across various departments.

Lead Programmer, Assistant Game Designer – January 2023 – May 2023

XiaChron - Capstone

- Unity 2021.3 with C#. UI and gameplay programming.
- Worked on a team of 3 to create a 2d, UI-based game in Unity.
- Managed UI with state machine and input events with observer pattern.
- Designed core game loop while maintaining a reasonable scope.

Work Experience

Storefront – July 2022 – December 2022

Mystery Cards & Games (Magic: The Gathering Store)

- Ran events (Friday Night Magic, etc.) from 8-30+ people.
- Tracked and managed inventory for the physical and online store using Shopify and Google Sheets.

Administrator – February 2020 – December 2021

Kawai Piano Gallery & Music School

- Managed social media and customer contact information.
- Tracked monthly profit/loss and inventory (in Excel).

Virtual Tech Instructor – May 2020 – August 2020

iD Tech Camps

- Taught students (ages 5-16) software: Maya, Photoshop, etc.
- Taught students (ages 11-16) level design and game design.

Skills

Game Engines Unreal 4/5, Unity, GameMaker Studio
Adobe Suite Photoshop, Premiere Pro, Animate

Programming Languages C#, Python, JavaScript

- Audio ProTools, MuseScore4, Ableton

Music Theory, Piano (16 years), Violin (7 years)
Languages English (Fluent), Mandarin Chinese (Conversational)