

# Katie Pustolski

Technical Game Designer

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## FEATURED PROJECTS

### Stepstone Island

#### **Project Lead & Gameplay Programmer - Group Project (6 ppl)**

Use fitness data to collect resources, clean debris, and restore Stepstone Island back to health in this mobile fitness game.

- Developed as my MFA in Interactive Media thesis project
- Designed and implemented the user interface for the project
- Incorporated Apple's HealthKit API to read in data from the Health app
- Programmed gameplay in C# for Apple iPhone devices
- Published on the Apple App Store in April 2018

*Software Used: Unity Game Engine, Xcode, MonoDevelop, Microsoft Visual Studio, Adobe Photoshop CC, Adobe Illustrator CC, SourceTree*

### Disco Bear

#### **Game Designer - Group Project (3 ppl)**

A heartfelt interactive narrative about a polar bear being asked to dance once again.

- Prototyped original dancing bear movement and concept
- Co-designed a 3-part "redemption arc" narrative
- Applied Koreographer plug-in to animate assets based on musical beat
- Programmed in C# for WebGL and PC builds
- Exhibited at IndieCade's E3 2017 Showcase & Night Games Exhibit

*Software Used: Unity Game Engine, Unity WebGL, MonoDevelop, Microsoft Visual Studio, Adobe Photoshop CC, Adobe Illustrator CC, SourceTree*

### The Pipeline Game for DreamWorks Animation SKG

#### **Game Designer & Developer - Solo Project**

A HTML5 canvas drag-and-drop game used to test employee understanding of the DreamWorks animation pipeline.

- Designed and implemented all aspects of this project
- Programmed in JavaScript, HTML5, and CSS

*Software Used: Chrome, Chrome Inspector, Notepad*

## EXPERIENCE

### UI / UX Designer

#### **USC Gehr Family Center for Health Systems Science**

2017  
Los Angeles, CA

- Designed status dashboard and email report for emergency department personnel
- Created interactive prototype of dashboard in Axure RP 8
- Iterated on the design based on feedback from usability tests

### Training Services / Documentation Intern

2016  
Glendale, CA

#### **DreamWorks Animation SKG**

- Evaluated UX theme-building plugin for studio wiki
- Created interactive visualization for archiving outdated wiki pages
- Created Intro to JavaScript class for DreamWorks employees

### Education Intern

2015  
Glendale, CA

#### **DreamWorks Animation SKG**

- Assisted with content management on DreamWorks wiki system
- Worked with animators to re-design wiki pages for enhanced user experience
- Created an interactive game based on the DreamWorks animation pipeline

## EDUCATION

### University of Southern California

Class of 2018  
MFA in Interactive Media

### Rochester Institute of Technology

Class of 2015  
BSc in Game Design and Development  
Summa Cum Laude  
Psychology Minor  
Alpha Xi Delta: Delta Lambda Alum

## SKILLS

### Programming Languages:

C#  
JavaScript  
HTML  
CSS

### Familiar With:

Git  
Python

## RECOGNITION

IGDAF Intel Scholar for GDC 2015

## ACTIVITIES

2018 IndieCade Juror  
2017 QGCon Volunteer