CALISTA HARPER

Game Design Intern

✉ c.harper@email.com
📞 (123) 456-7890
📍 Los Angeles, CA
in LinkedIn

EDUCATION

Bachelor of Arts
Interactive Entertainment,
Games
University of Southern California

📅 2021 - current
📍 Los Angeles, CA

SKILLS

- Unity
- Blender
- Adobe Photoshop
- C++
- SVN
- Figma
- Tilemap Editors

CAREER OBJECTIVE

Enthusiastic game designer with project experience in playtesting and forte in Blender, Adobe Photoshop, and Unity. I'm seeking to join Naughty Dog as an intern to collaborate on its current projects, ensuring the company maintains its reputation for high-quality user experiences and groundbreaking open-world game design.

WORK EXPERIENCE

Data Entry Clerk
Activision Blizzard

📅 2023 - current   📍 Los Angeles, CA

- Managed data entry tasks for a project in Unity, maintaining high accuracy in inputting game asset details and ***identifying 13 data discrepancies*** from previous logs.
- Developed C++ scripts for automating 2 data entry processes, lowering manual data entry time by 51 minutes.
- Validated 16,972 records of game development data, gaining a 97% accuracy rate in validation reports.
- Worked with 4 other clerks to verify 5,933 entries, helping the company achieve a 98.8% error-free rate in annual CRM reports.

PROJECTS

GameLab
Playtester

📅 2022 - 2023

- Conducted rigorous playtesting for 9 games in production, providing detailed feedback on gameplay mechanics, leading to a ***27% growth in player engagement*** by the release date.
- Used Blender to modify 11 3D assets for prototype games, enhancing color schemes and contributing to a 7% increase in overall player satisfaction as per player surveys.
- Experimented with multiple Tilemap Editors to design complex RPG game levels, expanding the map design of 3 games by a minimum of 53%.
- Tested unique player interactions and netcode speed, contributing to the successful release of online multiplayer for 2 titles.

Virtual Realms
Seminar Attendee

📅 November 2022

- Attended a seminar on virtual reality technology to understand the importance of immersive gameplay design.
- Collaborated with 6 university peers during the seminar to create a VR game prototype, incorporating Blender for 3D modeling.
- ***Refined environmental storytelling elements with Adobe Photoshop*** for 3 mock graphics, improving its visual aesthetics.
- Learned how to use SVN for version control in group projects by industry-leading game developers who joined the event.