Zoey San Diego

📍 Loda, Illinois

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— Education

Paxton-Buckley-Loda High School
Paxton, Illinois   4.0 GPA
Aug. 2018 - Dec. 2021

NYU Tisch Summer High School
Game Design   4.0 GPA
New York City, New York
July 2021 - Aug. 2021
• Courses: Game Design, Game Development, and Game Literacy

— Enrichment

DigiPen Academy
Video Game Development 1
Redmond, Washington
June 2019
• 2 week workshop
• Basics of video game development/design
• Fundamentals of Unity game engine
• Final showcase game

Deep Silver Volition
Job shadow/career development
Champaign, Illinois
June 2021
• Shadowed/observed various designers (audio, mission, system)
• Sat in on team meetings
• Personal advisory meetings with designers

— Recognition

Illinois State Scholar
Selected from the top 10% academic achieving students in the state

FIRST Tech Challenge Collins Aerospace Innovate Award (2019)
Awared to a team that displays ingenuity and creativity in their robot design

Straight-A Honor Roll (9, 10, 11, 12)

National Honor Society (11, 12)

Skills + Software

- Graphic design
- Game design
- Video editing
- Typing (90+ wpm)

- Adobe Photoshop
- Google Suite
- Unity (C#)
- Trello
- Sony Vegas Pro
- Blender

Leadership

Team Captain/Head Programmer, Robotics   2018-2021
• Responsible for overall team behavior and morale
• Setting goals, staying on schedule
• Facilitating team dynamics, resolving conflicts
• Designing code structure, debugging

Head Officer, G.I.V.E.   2020-2021
• (Get Involved, Value Everyone)
• Student led community involvement/service club
• Lead meetings, plan activites
• Coordinating with community leaders

Section Leader, Concert/Marching Band   2018-2021
• Responsible for section behavior and attendance
• Assist section in learning music/drill
• Distributing sheet music and other materials

Projects

Adultery | Lead Game Designer (team of 4)   July 2021
2 player co-op card game. Players must work together to balance the King's relationship with both the Queen and his Paramour.
- Developed game mechanics + overall design
- Created written rules and designed a visual rule sheet
- Created virtual version of game using Tabletopia
- Conducted playtests and compiled notes

Snake Pong | Solo Developer   June 2021
Rendition of classic computer game, Snake. Two heads, two fruits. After collecting the correct fruit, the snake will bounce back in the opposite direction; making the trailing head the leading one.
- Created in Python, using Pygame library
- Developed in Visual Studio Code
- Inspired by prompt "Joined Together"
- Created over the course of one week