

# Zoey San Diego



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(217)-974-5187

## —Education

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

**Parkland College**  
Champaign, Illinois 3.5 GPA  
Jan. 2022 - May 2022

**New York University**  
BFA in Game Design 3.5 GPA  
Minor in Child/Adolescent  
Mental Health Studies  
Aug. 2022 - Present

## —Experience

**Delivery Driver**  
DoorDash  
Champaign, Illinois  
Jan 2022 - Sep 2022

- Transporting food from vendors to customers
- Communicating with parties about drop-off and pick-up details
- Managing timely deliveries

**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)**  
Awarded to a team that displays ingenuity  
and creativity in their robot design

**Straight-A Honor Roll (9, 10, 11, 12)**  
**Dean's List (Parkland College, Spring 2022)**

## Skills

- Computer skills
- Graphic design
- Video editing
- Typing (90+ wpm)
- C#, Python, Java
- Google Suite
- Adobe Premiere Pro
- Adobe Photoshop
- Unity, GameMaker
- Communication
- Task Management
- Conflict Resolution
- Organization
- Collaboration
- Dependability

## 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 activities
- 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