

Tess Leiman

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PROJECTS

Kril (Senior Capstone Game)

- Served as the lead designer, programmer, and artist on my senior Capstone, Kril
- A stealth/dress-up game about buying clothes for the first time as a transgender woman
- Utilized skills such as hit detection, coroutines, event management
- Created using programs such as Unity and Photoshop
- Kril released publically and has received over 300 downloads on the game

BubbleBath (Procedurally-Generated Game, Personal Project)

- Created this game to challenge myself with making a procedurally generated world
- Worked with techniques such as seed generation, data management, and balancing randomness
- This project tested my coding skills under pressure, especially since I enforced a personal time limit of only a week to create this

Ultra K-Fighters (Multiplayer Game, Team Project)

- Worked in a group of four students to create this game for Intermediate Game Development
- Utilized Agile for working in a team, performing strategies such as standups and assignment boards, as well as learning about how to present and market games
- Presented at NYU's game showcase and received great reception from over 60 people who played the game

EXPERIENCE

Esports Consulting Intern (Sept 2016 - Jan 2017)

- Performed research and provided advice to a Vegas-based eSports conglomerate
- Consulted over heavily played games such as Overwatch, League of Legends, Call of Duty, and Battle Royales

Geographic Information Systems Intern at Miami-Dade ITD (June 2016 - July 2016)

- Utilized GIS technology to create maps that would be distributed to drivers of shipping companies
- The project generated over \$300,000 for the county

Media-Content Creator and Event-Programming Lead at NYU Poly Gaming Network (Sept 2016 - Dec 2018)

- Organized the Super Smash Bros. club at NYU under the Poly Gaming Network
- Managed events of over 50 players, coordinated with NYU Faculty, and streamed the event for the public
- Created graphics for advertising, content videos for Youtube, and provided overlays for Twitch streams

Vice President of the Digital Arts Club at NYU (Jan 2017 - Dec 2017)

- Taught Photoshop, animation, game design, and more to groups of over 60 NYU Students
- Created graphics used in emails and social media used to advertise the club
- Coordinated and ran excursions around New York City where I supervised large groups of NYU students

SKILLS

Programming Languages: C#, Java, Javascript, Lua

Web Development: HTML, CSS, jQuery

Game Engines: Unity, Unreal, Pico-8, GameMaker

Adobe Suite: Photoshop, Illustrator, After Effects, InDesign, Animate, Premier

Development: Git, Rapid Prototyping, Agile

EDUCATION

New York University

- Tisch School of the Arts Class of Fall 2018
- Game Design Bachelor's of Fine Arts (GPA: 3.66)

AWARDS

National Hispanic Merit Scholar

- Received this award in 2014 for scoring in the top 2% of hispanics on the PSAT

American Heritage Layout Design Award

- Received this award for being the student most proficient at Adobe Photoshop and InDesign in 2014