

Vanessa Phelan

Technical Game Designer

Employment

Academy of Interactive Entertainment

Game Programming Instructor

August 2019 to July 2023 · Lafayette, LA

- Created lesson plans
- Instructed game development in C#, C++, Unity, and Unreal Engine 4
- Oversaw and closely guided collaborative student game productions
- Managed Trello, GitHub, and Perforce

Raconteur Games

Designer, Programmer, and Technical Artist

March 2021 to March 2023 · Baton Rouge, LA (remote)

- Guided the team on best practices in Unity
- Designed systems and levels
- Implemented movement, scent, contextual audio, and custom shaders

ULL Foundation

Game Academy Instructor

June 2009 to June 2010 · Lafayette, LA

- Created a lesson plan
- Taught attendees (primarily high school students) use of GameMaker 8.1 and game design basics

Wisp Entertainment

Co-Founder/Designer/Engineer

October 2012 to Present · Lafayette, LA

- Designing and developing prototypes
- Presenting developed games at conventions

Projects

Spire Revival

August 2023 to Present

Card-based fighting game

DOGGONE

March 2021 to March 2023

Feel-good puzzle platformer

The Legend of Excalipurr

January 2016 to August 2019

Retro action platformer

Spire

October 2012 to January 2016

Class-based fighting game

✉ vephelan@gmail.com

🌐 vanphelan.github.io

in linkedin.com/in/van-phelan

🐙 github.com/vanPhelan

Skills

Techniques: User Experience, Systems Design, Level Design, Narrative Design, Prototyping, Scripting

Software and Tools: Unity, Unreal Engine 4/5, Game Maker Studio 2, Blender, Git, Perforce, Visual Studio, Office Suite, Trello

Programming Languages:

C++, C#, Java, HLSL, GLSL, Markdown, HTML, CSS

Interpersonal Skills:

Agile Methodologies, Teaching, Communication

Education

University of Louisiana at Lafayette

May 2011

Bachelor of Science in

Computer Science