

# Vanessa Phelan

Technical Game Designer

## Employment

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### 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

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### Unnanounced Fighting Game

August 2023 to Present

Programming, animation, UX design

### DOGGONE

March 2021 to March 2023

Programming, level design, technical art

### The Legend of Excalipurr

January 2016 to August 2019

Programming, level, ability, systems, and UX design

### Spire

October 2012 to January 2016

Programming, technical art, UX design

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## Skills

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**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

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University of Louisiana at Lafayette

May 2011

Bachelor of Science in

Computer Science