

## Education

### Bachelor of Arts: Interactive Entertainment

Graduation: May 2022

University of Southern California - Los Angeles, CA (GPA: 3.8)

❖ Recipient of National Merit Scholarship (<1.2%) and Presidential Scholarship Awardee (50% tuition).

## Skills

- ❖ C#, Lua, Visual Scripting, Rapid Prototyping, Mechanics Design, Systems Design, Level Design, Art Pipelines, 3D Art, Version Control, Unity Development, Visual Design, Usability, Quality Assurance, Narrative Design.
- ❖ **Software:** Unity, Unreal, Maya, Figma, Perforce, Adobe Illustrator, Adobe Photoshop, Microsoft Office Suite.

## Work Experience

### Peridot (Niantic) – Technical Artist

Jun. 2022 – Jul 2023

AR Pet sim game  
Mobile

- ❖ Implemented VFX for character behaviors, various gameplay features, and UI.
- ❖ Collaborated with designers to rapidly prototype and implement gameplay features.
- ❖ Scripted in C# dynamic IK head/look goal system and robust locomotion system.
- ❖ Created animation and debug tools to streamline animators' workflow and vfx integration.
- ❖ Engineered and implemented new UI screens and animations based off of Figma mocks.

### Octi – Game Design Intern

Jun. 2021 – Aug. 2021

AR Game/Social Media  
Mobile

- ❖ Researched, designed, and pitched progression mechanics for AR object collecting game.
- ❖ Made Figma UI flows and 3D mockups in Maya to prototype showcases, leveling system.
- ❖ Pitched adaptations of existing features to COO and designers to increase quality of play.

## Game Projects

### Dreamland Confectionery - Creative Director, Lead Game Designer

Jun. 2020 – May 202

Exploration adventure  
PC, Mac

- ❖ Published on Steam. Showcased at Steam Next Fest 2022, Wholesome Direct 2021.
- ❖ Worked with 2 writers and 6 artists to compliment gameplay and create a charming world.
- ❖ Delivered specifications to engineers for 6 player traversal abilities, then tuned stats.

### Beasts of Maravilla Island - 3D Character Artist, Rigger, Animator

May 2019 – Mar. 2021

Photography adventure  
PC, Mac, Nintendo Switch

- ❖ Published on Nintendo Switch, PC & Mac as successful Kickstarter campaign of \$25,325.
- ❖ Communicated with designers to create 30+ easy-to-implement animations for 4 beasts.

### Monster Coffeeshop - Technical Game Designer, Developer

Dec. 2019

Cozy café simulation  
Mobile

- ❖ Published on Google Play. Implemented visuals and interactions using Unity's UI features.
- ❖ Scripted C# to rapidly prototype, play-test, and iterate dialogue and crafting systems.

## Awards

- ❖ AIAS Foundation WomenIn Scholarship Recipient. (D.I.C.E. Scholar)
- ❖ Entertainment Software Association Scholarship Recipient. (ESA Scholar)

Jul. 2021

2020 – 2021

## Personal

- ❖ Designed, produced, and shipped 14+ unique custom plush products in a self-owned [Etsy store](#).