

Skills

- Management Methods: Agile, Scrum, Kanban, & Waterfall
- Management Software: Trello, HacknPlan, Jira, & Asana
- Software: Microsoft Office, Adobe Creative Suite, Maya, OBS, Slack, & Discord
- Languages: C#, JavaScript, C++, Zilch (Proprietary), HTML, & CSS
- Engines: Unity, Unreal, Zero (Proprietary), & custom

Academic Projects

Producer & UI/UX Designer

September 2018 – August 2019

Kisuk: The Raven's Daughter – 3D Inuit stealth hunter

Team of 15

- Led and organized weekly team meetings to discuss progress made on projects
- Matched team members to work on tasks together based on their specialties
- Arranged team's work into a cohesive format for presentations to executives
- Ensured timely delivery of milestones while maintaining quality of the project
- Kept in constant contact with professor to assure that we are accomplishing the requirements
- Prioritized project tasks to assure that core aspects of the project were implemented first
- Developed project schedules with department leads for the entire team
- Maintained team task manager both physically (Kanban board) and digitally (Trello)
- Worked in a commercial engine (Unreal) with a multidisciplinary team

Director & Lead Game Designer

May 2017 - August 2018

Luminova – 2D sci-fi puzzle platformer

Team of 13

- Led monthly design presentations to update the team on design progress
- Kept the project to the established vision and pillars with constant team communication
- Managed both physical (scrum board) and digital (HacknPlan) task managers for the design team
- Decided what mechanics needed to be cut when the scope of the project became unattainable
- Assisted the team producer in prioritizing mechanic implementation for the project

Extra-Curricular Projects

President

Fall 2019 – Present

Associated Students of DigiPen Redmond – Student Government

- Led multiple weekly meetings with school executives and group's executive council
- Advised school executives on potential international programs and students' opinions on them
- Informed students on future goals of the school as communicated by staff or faculty
- Advocated for students' voices to be heard aimed to provide a better experience for them
- Delegated action items to various Vice Presidents and committee chairs to act on feedback received
- Followed up on difficult faculty to insure they were listening to students and their concerns
- Chaired the weekly General Assembly to allow for students to advocate their opinions in person
- Held school executives accountable on promises they had made to the students

President & Coordinator

2017 - 2019

PRISM Pride Week – DigiPen's Annual Week-Long Pride Event

- Planned a variety of events to be held at the school to create engagement with the student body
- Persuaded professors to volunteer for a fundraiser & raised over \$3000 for an LGBT youth home
- Invited LGBT in-industry developers to come to the school to talk about their experiences
- Moderated panel with the LGBT developers to help with their interaction with the students
- Worked with different departments to insure event resources were procured
- Led a group of 8 volunteers to make all the events run smoothly

Education

Bachelor of Arts in Game Design

DigiPen Institute of Technology

Expected December 2019

Attempting Art and Psychology Minor

3.7 GPA

Awards

- Dean's List – DigiPen Institute of Technology – 2017 – 2019
- Greater Seattle Business Association Scholar – 2019
- Career in Technology Award – Byron Nelson High School 2016