**Work Experience**

**Haiku Games**

**Game Designer**

**Remote (NYC Based)**

**June 2017 - Present**

* Shipped mobile adventure game titles - Adventure Escape: Haunted Hunt, Adventure Escape Mysteries: Cursed Crown, and Adventure Escape Mysteries: Trapmaker 2 (combined 1 million downloads.)
* Designed engaging puzzle and quest content introducing a new spell mechanic for Cursed Crown and a new shapeshifting system for Haunted Hunt.
* Crafted character dialogue, world lore descriptions, and player facing in-world error messages. Wrote, designed, and iterated each game world from conception to release.
* Identified, reproduced, and helped fix over 1300 bugs across 3 titles.
* Collaborated with artists, engineers, and producers; Wrote design documentation for external teams.
* Worked independently and had weekly meetings with producer.

**CMU Human Computer Interaction Institute**

**Game Designer**

**Pittsburgh, PA**

**Summer 2016 – May 2017**

* Rapidly prototyped 5 games in Unity (C#). Polished and iterated a racing game.
* Worked with a lead designer to integrate Twitch audience participation.
* Researched and documented extensive dev log on games with Twitch audience integration.

**Games Research Assistant**

**Fall 2015 – Summer 2016**

* Researched AAA playtest methods to create, test, and hold a series of workshops teaching efficient playtesting.

**Education**

**New York University**

**M.F.A Game Design**

**2017 - 2019**

**GPA 4.0**

* Thesis Game: Phantom – 3D single player, console/PC, 10-15 minute, exploration murder puzzle game built in UE4. Role: Narrative and Level Designer, Programmer, and UI Artist on a team of 2.
* Dungeon master (D&D 5e and self-made RPG system).

**Carnegie Mellon University**

**B.F.A. Art, Minor in Game Design**

**2013 – 2017**

**GPA 3.8**

* Game Creation Society President 2015 – 2017.
* Crosswalk/Proseed Grant Winner to coordinate CMU Playtest Night (weekly playtest event).
* Senior Showcase Game: Devil’s Diction - Isometric, PC, single player, hour long, Americana themed, quest driven adventure game with 700+ lines of dialogue. Built in Unity (C#). Programmed custom JSON importer to read Twine files as branching dialogue.

**Skills**

* **Game Engines/Toolsets:** Creation Kit, Unreal Engine 4, Unity, Twine
* **Languages:** C#, Blueprints, Papyrus, JSON, C, Javascript
* **Software:** Photoshop, Maya, Substance Painter, Substance Designer, Adobe Premiere, Google Suite, Microsoft Office

**Awards**

* 2018/2019 AIAS Foundation WomenIn DICE Scholar
* 2019 GDC Game Narrative Review Gold Award for “Dishonored 2: Levels as Character Design”
* 2017 Microsoft Women in Gaming Game Changer
* 2016 Pittsburgh IGDA Global Game Jam Jammer’s Choice Winner (Game Designer and Animator)