

I have 4 years of **B2C SaaS design experience in the mobile gaming industry** & about 1 year of experience adapting quickly in a fast-paced environment based on iterative user testing/feedback as a **swim instructor**. My people skills and strong sense of empathy & compassion helps me effectively advocate for the dignity of users and those on my team."

### EXPERIENCE

#### WATERWORKS AQUATICS, SWIM INSTRUCTOR

Feb 2023 - Present

*Swim School in Carlsbad, CA that provides user-centric, positive swim experiences via 20-minute swim lessons*

- Streamlined (haha) & adapted the curriculum to user needs based on proficiency levels & accessibility accommodations.
- Iterated on my approach & communication via usability (A/B) testing different applications of swimming strokes & drills.
- Improved the Swim Instructor experience by prototyping & proposing a new clock in/out website user flow via Figma.

#### JAM CITY, GAME DESIGNER

Jan 2021 - Aug 2022

*HGTV MyDesign, unreleased B2C mobile title that soft-launched in the UK & Philippines in 2022*

- Implemented about 125 levels in Unity 2019/2020, optimizing user interactions based off client specification slides.
- Created detailed best practices and documentation for designers using specific prefabs and scripts in Unity that were pre-made by engineers and tech artists for use across departments.
- Helped onboard 3 new hires during WFH quarantine, iterating on the process using feedback from the last onboarded hire to improve the experience for the next hire.
- Resolved bug tickets over JIRA, using SourceTree version control to do pull requests and merge fixes safely into the develop branch upon approval.

#### JAM CITY, ASSOCIATE GAME DESIGNER & GAME DESIGNER

Jun 2018 - Jan 2021

*Cookie Jam, B2C mobile title awarded Facebook's Game of the Year in 2014*

- Learned the company's in-house level design software based on Adobe Flash (then eventually Unity) within a month.
- Created about 100 levels for live operations as an associate designer & 300 more levels as a mid-level designer, while actively revisiting levels that needed difficulty tuning to yield higher KPIs on Tableau.
- Prepared feature presentations, game design documents, and competitor R&D slides via Google Suite.
- Pitched and launched a new blocker mechanic called the "Filled Churro" for end of content users.
- Iterated on feedback from the team in biweekly Agile meetings via Google Calendar, Zoom, and Slack.
- Established the "Level Recycle" project to reduce designer weekly content production workload by 50%

### EDUCATION

UNIVERSITY OF CALIFORNIA, SANTA CRUZ | *B.S. in Computer Science - Computer Game Design* Sept 2017

MAKE SCHOOL SUMMER ACADEMY - GAMES TRACK | *8-week iOS game development boot camp* Aug 2016

### SKILL SUMMARY

Mobile Design	Front-End Content Design	Git/SourceTree	Chess (Learning)	ADHD Management (Better!)
Web Design	Touchpoint Implementation	JIRA	Video Editing (Proficient)	American English (Fluent)
Figma	Rapid Prototyping	TestFlight	Photo Editing (Proficient)	Vietnamese (Conversational)
Canva	Usability Testing	Unity 2019/2020	Indoor Houseplant care (2 yrs)	Mandarin-Chinese (Basic)
G Suite	Qualitative Research	draw.io Flowcharts	ENFP Myers-Briggs Personality	Cantonese-Chinese (Abysmal)