

"I do my best work when I'm contributing to a highly open & collaborative team pipeline, using my people skills and strong sense of empathy & compassion to advocate for the dignity of users and those on my team."

### EXPERIENCE

#### JAM CITY, GAME DESIGNER

Jan 2021 - Aug 2022

*HGTV MyDesign, unreleased 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, GAME DESIGNER

Jun 2019 - Jan 2021

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

- Created about 300 levels of content for users as part of an 8-person team on a pre-existing SaaS live product.
- Prepared feature presentations, game design documents, and competitor R&D slides via Google Suite.
- Pitched and launched a new blocker feature called the "Filled Churro" for end of content users.
- Performed well enough on this team to be invited to work on the studio's exciting new project above.

#### JAM CITY, ASSOCIATE GAME DESIGNER

Jun 2018 - Jun 2019

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

- Learned the company's in-house level design software based on Adobe Flash within a month of onboarding.
- Created about 100 levels for live operations as part of the content design team, while actively revisiting levels that needed difficulty tuning to yield higher KPIs on Tableau.
- Iterated on feedback from the team in biweekly level review 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	DSLR Photography (Learning)	ADHD Management (Better!)
Figma	Touchpoint Implementation	JIRA tasking	Video Editing (Proficient)	American English (Exquisite)
Canva	Rapid Prototyping	draw.io Flowcharts	Photo Editing (Proficient)	Vietnamese (Conversational)
G Suite	Usability Testing	Unity Engine	Indoor Houseplant care (2 yrs)	Mandarin-Chinese (Basic)
Adobe Premiere	Conducting Interviews	TestFlight	ENFP Myers-Briggs Personality	Cantonese-Chinese (Abysmal)
Adobe Photoshop	Qualitative Research			