# Norma Tu

## Gameplay Designer

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*"I have worked on 9 finished game projects in the last 2 years.  3 of them are mobile projects. 4 of them are team projects. I am very passionate about analyzing & designing game mechanics, and I have strong interpersonal skills."*

## PROJECTS

### NICE ICESCAPE
May 2017 – Jun 2017

*Pokemon-based ice tile puzzle game – Android*

- Directed the overall design for a 4 person indie project in a condensed timeframe
- Delegated design priorities during the game's production cycle, which included implementing gameplay using the LibGDX framework within **Android Studio**
- Created a standalone experience by **expanding on an existing Pokemon puzzle** through paper prototyping, drafting design documentation, and regularly performing user testing for **6 hand-crafted levels**
- Utilized player feedback to **tune the difficulty progression** for each puzzle to create a rewarding player experience

### MAGICAL TYPIKA
Jul 2016 – Aug 2016

*Magical girl inspired typing game – iOS*

- Cloned existing mobile games to learn Swift in an **8-week bootcamp** and applied "learning-by-example" to **make my own iOS game**
- **Wireframed** and **adjusted user interface design** based on the limits of the SpriteKit framework within Xcode
- Developed a unique mobile Words Per Minute (WPM) formula to generate game scores by extrapolating data from existing WPM computer typing tests
- Created and implemented a positive UX flow for players via polished audio and visuals

### SHELTER SKELTER
May 2016 – Jun 2016

*Diner Dash inspired dog shelter task management game  – Web Browser*

- Led overall design for a 4 person indie team with detailed **design documentation,** and by delegating design priorities to be implementated in JavaScript / HTML
- Designed the game's core loop by combining research gained from interviewing the Santa Cruz animal shelter with **click-&-drag mechanics** from **mobile task management games**
- Organized design meetings to ensure that gameplay accurately reflected the hectic nature of a real shelter, and instilled empathy for overcrowding by slowly overwhelming the player

## 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 development boot camp*    Aug 2016

## AWARDS & AFFILIATIONS

**GDC CONFERENCE ASSOCIATE**    *Feb 2017 – Mar 2018*

Selected to join an annual 400 person team to support a professional convention with thousands of attendees

**HONORABLE MENTION: MOST GUTS AWARDED TO A GAME TEAM**    *Jun 2017*

*UCSC Sammy Awards 2017 – DragonCrash Team Dragon++*

**INSTRUCTORS' CHOICE FOR BEST MOBILE GAME**    *Aug 2016*

*Make School Summer Academy: Games Track – Magical Typika*