

Education

Bachelor of Science: Game Design and Production Major
Anticipated Graduation: June of 2025

Drexel University
(Philadelphia, PA)

Experience

Founder, CEO, and Producer, VeloCity - Water Cooler Fish LLC, Philadelphia PA September 2024 – Present

- Produced and coordinated a team of **16** members to create an online multiplayer game in **Unreal Engine** across a 9 month project schedule.
- Utilized Jira, Google Suite, and Perforce to coordinate and organize the team.
- Employed the **AGILE** methodology to manage two week sprints.

Head of Game Design, PotterworldMC - Droobledore LLC, Virtual July 2020 – Present

- Successfully managed a team of between **20-70** people in the creation of a popular Minecraft server that has been enjoyed by about **500,000** players total.
- Managed several teams of **20 to 30** people to coordinate overall game vision.
- Mentored over a **dozen** new team members and helped integrate them into our team and workflow.
- Led and produced over **three dozen** gameplay content releases for a live service MMORPG containing quests, activities, limited time events, and competitions.

Lead Game Designer

- Coordinated with other departments to ensure a steady cadence of releases.
- Mentored by leading professionals from **AAA game studios**.
- Spent over **4,500** hours actively working on gameplay releases.
- Quickly mastered a **proprietary engine** and used it to create game content.

Product Manager, Drexel GDAP Studio, Philadelphia PA July 2024 – September 2024

- Led a team of **20** members to produce gameplay content for various clients.
- Coordinated development of **two** game projects simultaneously for different clients.
- Interfaced regularly with clients to ensure a streamlined and clear vision for products.

Relevant Coursework

- Digital Media Senior Project - Acted as producer for a larger scale group game project
- Industry Resources in Game Production - Independent Study researching industry standards in production.
- Game Development: Workshop I and II - Acted as producer for a group game project
- Game Development Foundations - Learned the basics of creating games in Unity.

Technical Skills

PRODUCTION	Excel , Google Suite, Jira, Trello, Notion, Miro, Figma, WordPress, Airtable, Shotgun, Shotgun
GAME ENGINES	Unreal Engine, Unity, Twine, proprietary engines (under NDA)
VERSION CONTROL	Jenkins, Perforce, Gitlab, Github
2D	Adobe Products (Illustrator, Photoshop, Fresco)
3D	Maya, Blender, Houdini, Substance 3D Painter
CODE	Python, C#, HTML/CSS

Memberships

- Alumni of Delta Zeta Sorority October 2022 - Present