

Bachelor of Science: Game Design and Production
Alumni of Delta Zeta Sorority

Drexel University (Philadelphia, PA)
October 2022 - Present

Experience

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

- Produced and coordinated a 16-member team to create an online multiplayer game using **Unreal Engine**.
- Managed project tasks and version control using Jira, Google Suite, and Perforce to **streamline** team coordination, reduce blockers, and maintain momentum throughout development.
- 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 more than **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 preparing for gameplay releases.
- Efficiently mastered a **proprietary engine** and used it to create game content.

IT & Social Media Intern, Lavner Education, Narberth PA June 2025 - Present

- Collaborated** with Marketing, Education, and Tech teams to execute weekly content plans, troubleshoot tech issues, and support **day-to-day operations** across departments.
- Traveled to camp locations to film and **produce** short-form content for Instagram Reels and internal use - capturing camper experiences, staff interviews, and educational moments.
- Contributed to **social media strategy** and execution, including scripting, editing, captioning, and scheduling, while providing feedback to improve engagement and program visibility.
- Provided on-site and remote IT support for staff, campers, and families, **troubleshooting** technical issues with devices, software, and connectivity to ensure smooth daily operations across camp locations.

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

- Led a team of **20** members to produce gameplay content while coordinating development of **two** game projects simultaneously for different clients.
- Interfaced regularly with clients to clarify goals, gather feedback, and align priorities, ensuring a clear and actionable vision was maintained throughout production.

Technical Skills

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