

Education

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

Drexel University
(Philadelphia, PA)

Experience

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.

Project Lead, VeloCity - Water Cooler Fish, 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.

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
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