

Katie Yu

Game Designer

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EDUCATION

University of Southern California

BA INTERACTIVE

ENTERTAINMENT

Minor in 3D Animation

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SKILLS

Design

Systems Design

Narrative Design

Iterative Prototyping

Dev

Unity (C# Scripting)

Unreal (Blueprints)

Playtesting & QA

Scrum/Agile

Art

Adobe XD

Maya

ZBrush

MotionBuilder

Photoshop

Blender

Organization

Jira

Trello

Asana

Version Control

Perforce

Github

Sourcetree

EXPERIENCE

Systems Designer | Ready At Dawn, Meta

JANUARY 2020 - PRESENT, IRVINE

- ❖ Created, pitched, and executed on a plan for reward redistribution to players to show the team's appreciation for the playerbase in the wake of the shutdown announcement by Meta
- ❖ Led a multidisciplinary team in creating desirable new types of player customization that accounted for both gameplay/player needs and fit within our artistic style
- ❖ Coordinated with outsource art teams to ensure incoming assets for Echo Pass seasons accounted for gameplay/player needs and fit within our artistic style
- ❖ Spearheaded the design and implementation of various social features to mitigate and reduce community toxicity
- ❖ Supported design and implementation of a flexible, dynamic in-game shop that supported various item and bundle purchase configurations
- ❖ Created both one-page and more in depth design documents and wireframes that clearly outline new features for the team
- ❖ Worked extensively with proprietary tools to design, document, and implement various features

Designer and 3D Artist | Tender Claws

MAY 2018 - NOVEMBER 2019, LOS ANGELES

- ❖ Collaborated on design for multiplayer interactions and co-op exploration of *The Under Presents'* central player hub space
- ❖ Created extensive visual design documents to convey new systems and mechanics to both the team and outside investors
- ❖ Designed, scripted, and implemented levels and environmental puzzles using proprietary tools
- ❖ Created and implemented low-poly characters, props, and environments in collaboration with engineers and other designers

Co-Game Director and Narrative Designer | Long Distance

FEBRUARY 2017 - PRESENT, LOS ANGELES

- ❖ Led a six person team of writers and engineers in creating a week-long real-time idle interactive horror narrative
- ❖ Worked closely with writers to design a branching narrative with multiple paths and endings

Game Designer and 3D Artist | Wildbrew: Elli's Adventure

MAY 2017 - MAY 2018, LOS ANGELES

- ❖ Collaborated and communicated with multiple pods of designers, artists, and engineers to meet each pod's goals and deadlines
- ❖ Worked closely with artists, user researchers, and other designers to iterate and refine on the potion crafting system

Director and Lead Artist | Cat-A-Pillar!

DECEMBER 2015 - OCTOBER 2016, LOS ANGELES

- ❖ Led design and art for an Indiecade Nominated 3-6 player card game
- ❖ Analyzed playtester feedback to iteratively improve on pacing, flow, and card balance with other designers
- ❖ Planned marketing strategy and managed social media for the game, successfully raising over \$8,000 through Kickstarter