# Katie Yu

## Game Designer

**katharineyu.com**
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## EDUCATION

**University of Southern California**
BA INTERACTIVE ENTERTAINMENT
Minor in 3D Animation

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## SKILLS

**Design**
Narrative Design
Systems Design
Level Design
Iterative Prototyping

**Dev**
Unity (C# Scripting)
Unreal (Blueprints)
Playtesting & QA
Scrum/Agile

**Art**
Maya
ZBrush
MotionBuilder
Substance Painter
Photoshop
Blender

**Organization**
Trello
Asana
Jira

**Version Control**
Perforce
Github
Sourcetree

## EXPERIENCE

**Game Designer and 3D Artist** | Tender Claws
MAY 2018 - PRESENT, LOS ANGELES

- ❖ Created extensive visual design documents to convey new design concepts to both other members of the team and outside investors
- ❖ Designed and built VR-optimized levels for Oculus title *The Under Presents*, a networked immersive live theater experience
- ❖ Led design for multiplayer interaction and co-op exploration of *The Under Presents'* central player hub space
- ❖ Designed, scripted, and implemented environmental puzzles and secrets that fit within a virtual live theater performance
- ❖ 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 small six person team of writers and engineers in creating a week-long real-time idle interactive horror narrative told through a fictional chat application
- ❖ Designed a social system to control interactions and available choices with six unique characters based on the player's previous words and actions
- ❖ Designed a branching narrative with multiple paths and endings depending on player choices

**Game Designer and 3D Artist** | Wildbrew: Elli's Adventure
MAY 2017 - MAY 2018, LOS ANGELES

- ❖ Designed Wildbrew's UI flow and early puzzles
- ❖ Implemented 3D characters and environments in game using custom tools in Unity
- ❖ Concepted, modeled, and textured main characters and props

**Director and Lead Artist** | Cat-A-Pillar!
DECEMBER 2015 - OCTOBER 2016, LOS ANGELES

- ❖ Led design and art for an Indiecade Nominated light card game for 3-6 players
- ❖ Analyzed playtester feedback to iteratively improve on pacing, flow, and card balance
- ❖ Concepted and illustrated over 20 unique card designs, focusing and iterating on player readability of the cards
- ❖ Planned marketing strategy and managed social media for the game, successfully raising over $8,000 through Kickstarter

**Project Management Intern** | Game Show Network
JUNE 2017 - AUGUST 2017

- ❖ Collaborated on the launch of three mobile titles over the course of 8 weeks
- ❖ Analyzed user data from weekly playtests of interactive experiences, and used them to generate improvements and solutions to usability problems
- ❖ Authored design documents and UI prototypes for a live video debate app with audience participation