
Katie Yu

Interactive Entertainment

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EDUCATION

University of Southern California, Los Angeles

Interactive Entertainment & 3D Animation

Graduating 2019

SKILLS

- Game Design
- Project Management
- Unity 3D
- Usability Testing
- Maya 2015/2016
- zBrush 4r7
- Blender3D
- Photoshop
- C#
- C++
- Perforce
- Scrum

EXPERIENCE

Long Distance, Los Angeles - *Co-Director*

JANUARY 2017 - PRESENT

- Digitally prototyping branching narrative gameplay quickly and iteratively
- Performing playtests, gathering and analyzing user feedback
- Brainstorming and communicating about design and player experience goals
- Checking in weekly with the team to review progress and approve or redistribute tasks as necessary

Game Show Network, Santa Monica - *Production/Marketing Intern*

JUNE 2017 - AUGUST 2017

- Performed project management and user testing for experimental interactive experiences.
- Helped launch three mobile titles over the course of two months
- Created wireframes and design documents to better communicate ideas to the team
- Analyzed and presented usability data taken from weekly playtests
- Researched competitors and managed social media for mobile titles

Cat-A-Pillar!, Los Angeles - *Co-Director, Art Lead, Design Lead*

OCTOBER 2015 - DECEMBER 2016

- Checked in weekly with the team to review progress and approve or redistribute tasks as necessary
- Brainstormed about design and player experience goals
- Produced and delivered art on a weekly schedule