

AUDREY MLADINA

GAME DESIGNER & PRODUCER

audreymladina@gmail.com
(818)-605-5438

www.audreymladina.com

SKILLS

Design

3D level design, UX, VR design, user research, testing, prototyping, team management, production, narrative design, gameplay scripting, and design documentation.

Programming/Scripting

C#, ActionScript 3.0, ZilchScript (DigiPen proprietary language), C (familiar), and C++ (familiar).

Software

Unity, Adobe InDesign, Adobe Photoshop, Adobe Illustrator, Unreal, Maya, Microsoft Word, Microsoft Powerpoint, and Microsoft Visual Studio (familiar).

Productivity Tools

Perforce, Mercurial, SVN, Jira, Asana, Trello, Slack, and Toggl.

Languages

English and French (fluent).

Other

Good communication skills, social media management, community building/management, experience with a custom-built game engine, knowledge of graphic design & typography, comfortable with cross-cultural interactions.

PROJECTS

July 2016 – present

Cures & Curios | Producer, UX Designer

15 team members

Cures & Curios is an HTC Vive game where the player is the owner and proprietor of a medicine show cart in the Old West. In the game, players concoct potions and elixirs, perform acts of magic, and barter and trade with customers.

- Managed a team of 15 people, coordinated with several discipline leads to meet milestone goals, scheduled milestone tasks and deadlines, planned meetings and team logistics, and worked individually with teammates to facilitate issues.
- Managed team documentation to keep all team members up to date with the various disciplines across the project.
- Worked on core gameplay systems design, player teaching design, menu systems and UI, UX, and playtesting.

Aug 2015 – April 2016

Smash the Imp | Game Designer, Producer

12 team members

Smash the Imp is a 2D asymmetrical pvp arena-style game where one player is an invisible creature and the other players are a suburban family who must protect their lovely household items from the creature.

- Managed a team of 12 people, scheduled tasks for various milestones, organized meetings, and integrated different disciplines into a harmonious team to create a unique product.
- Developed game concept, prototyped mechanics, wrote gameplay scripts, developed the gameplay level, and worked on multiple iterations of systems design.

EXPERIENCE

Sep 2017 – present

Spry Fox

Community Manager (Intern)

- Managed the various social media channels for a variety of projects at a time.
- Worked on building a bridge between the company and influencers in order to build a community around our games.
- Concepted marketing campaigns for several titles and worked with the team to establish how to brand our games.

May 2017 – Aug 2017

DigiPen Marketing & Communications

User Researcher

- Worked with a small cross-discipline team on the complete overhaul of a website.
- Designed tree tests, first-click tests, surveys, and built interactive prototypes (using the designer's mockups) for users to test.

- Analyzed and aggregated test results into infographics and reports for the web development team to discuss and take action on.

Jan 2015 – present

DigiPen Institute of Technology

Teacher's Assistant

- Reviewed and graded weekly playtest reports, labs, and papers.
- Gave feedback and held one-on-one meetings with students to improve their design process, playtesting methodology, gameplay scripting, writing skills, and data-tracking.

July 2016 – Aug 2016

DigiPen Institute of Technology

Teacher's Assistant, Pre-College Program

- Helped students develop short games in a 4 week introductory course to game design.
- Assisted students with basic gameplay scripting, systems design, playtesting methodology, and asset implementation.
- Ran live coding demonstrations to teach the students the basics of using a scripting language in a game engine.

May 2016 – September 2016

Dakos Design

Graphic designer

- Designed and made posters, banners, brochures, logos, and other marketing materials for companies including hospitals, charities, and radio stations. This included both print and web design.
- Worked on concept development and core design (concept sketches, mockups, interactive prototypes, aesthetic concept, UX flow) for a startup online news publication.
- Worked with clients over several iterations of design in order to meet their needs for each project.

May 2013 – Aug 2013

Sagon Phior

Intern Copywriter and Graphic Designer

- Wrote taglines, film script summaries, blog posts, and other copy for a variety of ad campaigns.
- Redesigned a website, including wireframing, copywriting, and graphic design.
- Worked on creative and conceptual design for ad campaigns.

June 2012 – Aug 2012

Château de Belcastel

Intern at a historic château in Belcastel, France

- Co-managed logistics of master classes taught by Wendy & Brian Froud of over 30 students, including transportation, meals, and accommodations.
- Assisted hundreds of tourists every day, mostly in French.
- Planned events at the château, accommodating local and international guests for a variety of occasions.

EDUCATION

August 2014 – present

DigiPen Institute of Technology

Bachelor of Arts in Game Design

- Expected Graduation: Spring 2018
- On the Dean's Honor List (Spring 2015-present)