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I am a multimedia and narrative designer that has worked collaboratively on several kinds of projects inlcuding games, documentation, and restoration. I'm self-motivated, always open to feedback, and eager to learn new skills.

Education
Washington State University Vancouver
Graduated May 2022
Summa Cum Laude

B.A. in Digital Technology & Culture
Game Design Certificate
Minors in History and Creative Writing

Technical Skills
Unity
Unreal Engine 4
HTML5
CSS3

Professional Skills
Game Design and Development
Narrative Design
Graphic Design
Animation Design
Successful Online Collaboration with Colleagues

Other Technical Skills
Adobe
    Illustrator
    Photoshop
    After Effects
    Premier Pro
    Animate
Autodesk
    Maya
Blender
Office 365

Other Professional Training
SEH America
    Conflict Management Training
    Technical Writing Training
    Project Management Training
    Professional Communication Training

Awards and Honors
1st ever STEM Signing Day participant (2018)

American Association of University Women Math Award (2017)

SkillsUSA Interactive Application and Video Game Development Regionals, 1st Place (2018, SW

Kathryn Klaus
Video Game and Narrative Designer

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King of Space: Reconstruction of a Narrative Game https://kingofspace.org/
Interactive Fiction Created by Sarah Smith
The reconstruction of a narrative game originally published in 1991 that involves multiple mini-games, interactive environment, and complex gameplay.
Multimedia Designer and Co-Lead of the Multimedia Design Team, January – May 2022
- Attended weekly meetings to gather and distribute information to members of the design team and other members of the project's leadership
- Brainstormed ideas for backstories, mechanics, and design direction with teams
- Analyzed and highlighted points of interest in King of Space manuscripts
- Created concept art for logos, characters, tools, icons, locations, etc.

Dead Air https://cmdcstudios.itch.io/dead-air
A 3D atmospheric horror game created for Summer Slow Jams hosted by the Portland Indie Game Squad.
Asset and Narrative Designer, July 2021
- Collaborated with 20+ people to produce the final product within a limited time frame
- Designed assets used within the final game such as posters
- Collaborated with a team to write the story and flow of the game
- Conformed to work-flow guidelines and met deadlines set by the production manager

ParaSoul https://cmdcstudios.itch.io/parasoul
A 3D cyberpunk platforming game created in a team for game building experience.
Asset Designer, January 2021
- Collaborated with 20+ people to produce the final product within a limited time frame
- Designed assets used within the final game such as enemies and background details
- Brainstormed mechanics and communicated with teams to determine what could and could not be included
- Conformed to work-flow guidelines and met deadlines set by the production manager

Huli https://cmdcstudios.itch.io/huli
A 2D puzzle platformer game created for Summer Slow Jams hosted by the Portland Indie Game Squad.
Asset Designer, June 2021
- Collaborated with 20+ people to produce the final product within a limited time frame
- Designed assets used within the final game such as levers and bounce flowers
- Conformed to work-flow guidelines and met deadlines set by the production manager

Documenting *Myst* https://scalar.usc.edu/works/traversing-myst/index
The documentation and collection of information of a game published in 1993 and other materials generated in subsequent years.
Researcher, Writer, and Game Play Recorder, March – April 2020
- Researched and analyzed Myst's gameplay, fan base, and merchandise generated from the original game
- Collaborated with a team to gather and compile research
- Recorded gameplay of Myst for a full playthrough