ATHENA DAI

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OBJECTIVE: A Position as a technical designer that can flex both engineering and design in exploratory environments.

EXPERIENCE:

SENIOR TECHNICAL GAME DESIGNER, ELODIE GAMES | JANUARY 2022 - PRESENT

- Utilized Unreal 4/5, Figma, Confluence, and Photoshop to build designs from paper spec to production ready systems.
- Managed a multidisciplinary team to explore and flesh out a "High Stakes" game mode.
- Synthesized investor, stakeholder, and leadership feedback into game initiatives and features.
- Communicated game vision with the public through press interviews, filmed dev logs, gameplay streams, and public community forums.
- Broke down game pillars/initiatives into actionable milestones, workflows, and tasks for teams and ICs
- Owned and maintained tooling/modularity in game systems for ease of use for other developers.

- Designed, owned, and helped implement systems including but not limited to:
  - The game wide interaction system.
  - High Stakes/High tier map (level, system, and content).
  - Entity spawning pipelines.
  - In match regional and global event system.
  - Vision and perception (vision cone, radii, and occlusion zones).
  - Audio visual indicators/AVIs.
  - In game hazards, interactables, and POIs.
  - Consumables (including consumable wheel and inventory)
  - Entity state machines aggro behavior.
  - Player character ability kits.

GAME DESIGN INTERN, PLAYSTATION | JUNE 2021 - SEPTEMBER 2021

- Designed ingame systems based on user feedback, research shares, and yearly initiatives.
- Used Figma, Miro, JIRA, Confluence, and Adobe Photoshop to communicate design intentions.
- Created and maintained game design documents.

- Communicated with engineers, UI/UX artists, and more to iterate on design goals.
- Led brainstorms and design kickoff meetings to determine scope and direction of designs.
- Used existing telemetry hooks and research to communicate further analytics/research needed.

GAME DEVELOPMENT LEAD, ACM GAME STUDIO | DECEMBER 2019 - DECEMBER 2021

- Directed teams of seven to nine people of varying coding and artistic experience to create games in six month pipelines.
- Designed, prototyped, and implemented movement, combat, game mechanics, boss ai, and health systems in C#.
- Designed and created levels using Adobe Suite and in-engine tilemaps.

- Created concept art, animations, textures, UI, environment, and sound.
- Used Trello, UnityCloud, and Github to manage
- game scope/systems and pipelines.
- Maintained and updated version branches and
- patches for all team members.
- Designer, project lead, and/or sole developer of multiple indie projects, found here: https://atheniann.itch.io/

TEST ANALYST INTERN, BLIZZARD ENTERTAINMENT | JULY 2020 - AUGUST 2020

- Playtested and gave feedback for new content and systems within various Blizzard games.
- Created and executed test plans for new content patches and system patches in Hearthstone.
- Confirmation tested and critiqued new Hearthstone systems and game modes.
- Organized Hearthstone 18.0 patch presentation.

- Created a globalized confluence page containing all current Hearthstone cheats.
- Discovered and bugged live operation errors for content releases and patches.
- Tested and bugged VFX and card expansions for Scholomance Academy content patch.
- Updated, logged, and fixed Hearthstone production accounts used in testing.

SKILLS/QUALIFICATIONS:

- C/C++/C#
- Unreal Engine 4 + 5
- Unity Engine

- Adobe Suite
- Atlassian Suite
- Figma

- Mandarin Chinese
- Press/Branding/Marketing
- Music/Audio Design

EDUCATION:

UNIVERSITY OF CALIFORNIA, LOS ANGELES | SEPT 2018 - DEC 2021 | COMPUTER SCIENCE & LINGUISTICS