

Lauren Paige

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OBJECTIVE:

Seeking a full-time position applying game production and game design skills. Available May 2022.

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY – *Bachelor of Science, Individualized Study, Game Design and Production, Minor in Psychology*

Dean's List Fall 2018, Fall 2019, Fall 2020, Spring 2021, Fall 2021

GPA: 3.78

SKILLS:

Languages: C#, C++, HTML, CSS, JavaScript

Software: Trello, Google Applications (Docs, Slides, Sheets, Drive), Discord, Slack, Unreal Engine 4, Visual Studio, Canva, Adobe Photoshop, Adobe Illustrator, Adobe Audition, Adobe After Effects, Microsoft Excel, Unity, GitHub, Maya

PROJECTS:

Recon-87 (Passion Project) 14 Months

- Served as the lead producer for a 2D Metroidvania game with five others using C# in Unity.
- Lead the team using Google Drive for all project work to be stored, organized, and evaluated weekly, and used Trello and Google Sheets to keep track of tasks and scheduling due dates for each member.
- Empowered the team through weekly stand-ups and individual touch-bases to make sure the team feels confident and comfortable within their roles.

Into the Night (Academic Project) 4 Months

- Served as the team lead and lead designer for a tabletop game with four others.
- Implemented daily check-ins due to tight deadlines, documented all team progress using Google Sheets and Google Drive, edited the team's work relative to documentation, created moodboards and color palettes, and wrote the narrative backstory.

Order of the Paw (Academic Project) 4 Months

- Served as the lead producer and UI designer for a 2D dungeon crawler & top-down shooter with two others using C# in Visual Studio.
 - Led the team by using GitLab and Google Applications such as Docs, Drive, and Slides to keep consistent meetings and expectations within our timeline and designed the interface and art assets in Photoshop.
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WORK EXPERIENCE:

Game Design Co-Instructor — *RIT K-12 Academy*

JULY 2019 - AUGUST 2019

- Created a curriculum to teach children how to code through Scratch and how to learn game design and development concepts, and then used that curriculum to teach a classroom of eight children in 5th-7th grade.

Sales Leader and Influencer— *American Eagle*

JANUARY 2020 – PRESENT MAY 2021 – PRESENT

- Managing the store's sales, conversion, and leverage to make sure the store is hitting sales & jean goals consistently while also leading, training, coaching, and empowering employees. Creating engaging social media content to increase brand following and presence and analyzing insights.

Director of Sports Media and Member-At-Large — *WTR 89.7 (RIT Radio Station)*

APRIL 2019 – PRESENT JANUARY 2020- AUGUST 2020

- Interviewing, hiring, and training new members for the sports department and managing any Division I RIT men and women's broadcasts. Recruiting and accepting new members to the station, resolving conflicts, and acting as the leader and point of contact of the station.