Ellie Locatis

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Objective

Fifth year Computer Science student at Michigan State University with experience in game design, programming, and teaching who is seeking a position as a Gameplay or Systems Designer.

Experience

Teaching Assistant, MSU Department of Media and Information **Fall 2018-Present**

- TA for three semesters of 40 students in MI 231 — Game and Interactive Media Development
- Taught first-time programming students how to develop games in C# using Unity and Visual Studio
- Assisted students in the recreation of classic NES titles and in the creation of their own original games
- Dozens of hours of experience identifying and fixing bugs in student code and consulting on student game designs

Design Intern, Iron Galaxy Studios **Summer 2019**

- Worked on an unreleased first-person shooter targeted towards international markets
- Helped develop a tournament spectator mode for the game
- Gained a great deal of experience designing and implementing widgets and screens in UE4 blueprint
- Collaborated with people from many disciplines, both in person and remotely between the two studios

Technical Designer, Games for Entertainment and Learning Lab **Summer 2017-Spring 2019**

- Technical Director for *When Rivers Were Trails*, a $100,000 grant-funded project aimed to teach players about the 1890s allotment acts and their affect on Native Americans in the United States
- Worked closely with the client to create a node-based journey through twelve accurate maps of the United States, allowing the player to experience the journey of a displaced Anishinaabeg person
- Designed and implemented game systems and conducted playtests at all stages of development
- Managed a team of seven designers and programmers

Game Design Instructor, MSU Summer Media Camps **Summer 2018**

- Taught 14 middle and high school girls the basics of game design for the Miss Media Camp
- Taught 16 high school students the basic components of game production in Unity and Visual Studio for a one-week Advanced Game Design Camp
- Assisted teams of students in the development of both paper and digital game prototypes

Education

Michigan State University – Computer Science BS, Media and Information BA

- Anticipated graduation: Spring 2020
- Minor in Game Design and Development, from the #7 ranked undergraduate Game Development program in the world according to Princeton Review 2020
- Former president of Spartasoft — gave regular lectures on topics in video game development, organized guest talks from MSU alumni and game studio employees, organized and hosted both local game jams and Global Game Jams

Skills

Game Development: Rapid prototyping, system design and implementation, system balancing, playtest administration, data analysis, level design, UI design, project management
Software: Unity, Unreal Engine 4, Photoshop, Maya, Microsoft Office, Google Docs, Virtual reality development
Programming Languages: Fluent in C#, C++, Python; some experience in HTML, CSS, PHP, Java, and XML