

KATIE PUSTOLSKI

Game Designer

Email: pustolskik@gmail.com

Portfolio: katiepustolski.com

EDUCATION

University of Southern California

Class of 2018

MFA in Interactive Media

Rochester Institute of Technology

Class of 2015

BSc in Game Design and Development

Summa Cum Laude

Psychology Minor

Alpha Xi Delta: Delta Lambda Alum

SKILLS

Programming Languages:

C#

JavaScript

HTML

CSS

Languages worked with in the past:

Java

C++

Objective C

Software:

Unity Game Engine

Adobe Photoshop CC

Adobe Illustrator CC

Microsoft Visual Studio

Source Tree

Figma

Axure RP 8

RECOGNITION

IGDAF Intel Scholar for GDC 2015

ACTIVITIES

2018 IndieCade Juror

2017 QGCon Volunteer

EXPERIENCE

Game Designer

N3twork | Contract | Oct. 2018 – Jan. 2019 | Los Angeles, CA

- Prototype game design concepts for a mobile FTP game
- Create wireframes and mock-up interaction flows with Figma and Adobe CC
- Collaborate with team members on designs and coordinate with other developers on feature implementation

UI / UX Designer

USC Gehr Family Center for Health Systems Science | Fall 2017 | Los Angeles, CA

- Designed status dashboard and email report for emergency department personnel
- Created interactive prototype of dashboard in Axure RP 8
- Iterated on the design based on feedback from usability tests

Training Services / Documentation Intern

DreamWorks Animation SKG | Summer 2016 | Glendale, CA

- Evaluated UX theme-building plugin for studio wiki
- Created interactive visualization for archiving outdated wiki pages
- Created Intro to JavaScript class for DreamWorks employees

Education Intern

DreamWorks Animation SKG | Summer 2015 | Glendale, CA

- Assisted with content management on DreamWorks wiki system
- Worked with animators to re-design wiki pages for enhanced user experience
- Created an interactive game based on the DreamWorks animation pipeline

FEATURED PROJECTS

Project Lead & Gameplay Programmer

Stepstone Island | Group Project (6 ppl)

Use fitness data to collect resources, clean debris, and restore Stepstone Island back to health in this mobile fitness game.

- Developed as my MFA in Interactive Media thesis project
- Designed and implemented game loop, user interface, and player interactions
- Incorporated Apple's HealthKit API to read in data from the Health app
- Programmed gameplay in C# for Apple iPhone devices
- Published on the Apple App Store in April 2018

Software Used: Unity Game Engine, Xcode, MonoDevelop, Microsoft Visual Studio, Adobe Photoshop CC, Adobe Illustrator CC, SourceTree

Game Designer

Disco Bear | Group Project (3 ppl)

A heartfelt interactive narrative about a polar bear being asked to dance once again.

- Prototyped original dancing bear movement and concept
- Co-designed a 3-part "redemption arc" narrative
- Applied Koreographer plug-in to animate assets based on musical beat
- Programmed in C# for WebGL and PC builds
- Exhibited at IndieCade's E3 2017 Showcase & Night Games Exhibit

Software Used: Unity Game Engine, Unity WebGL, MonoDevelop, Microsoft Visual Studio, Adobe Photoshop CC, Adobe Illustrator CC, SourceTree

Game Designer & Gameplay Programmer

The Pipeline Game for DreamWorks Animation SKG | Solo Project

A HTML5 canvas drag-and-drop game used to test employee understanding of the DreamWorks animation pipeline.

- Designed and implemented all aspects of this project
- Programmed in JavaScript, HTML5, and CSS

Software Used: Chrome, Chrome Inspector, Notepad