

KELSEY COFFMAN

Pursued my dreams to be a game developer with dedication, education, and passion. My motto with game development: "Your imagination is limitless"

DESIGN SKILLS

- Puzzle Design
- Level Design
- System Design
- Experience Design
- Communication

SOFTWARE/TECH SKILLS

- SFML
- GitHub
- Unreal 4
- C++
- HTML5
- CSS

OTHER SKILLS

- JIRA
- Team Management
- Agile Scrum
- QA
- Excel
- Sprints
- User Research
- A/B Testing

EDUCATION

M.S., Games and Playable Media

University of California, Santa Cruz
9/2016 – 8/2017

B.S., Computer Science: Computer

University of California, Santa Cruz
9/2014 – 8/2016

A.A., Mathematics

Bakersfield College
8/2010 – 5/2014

CONTACT

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PROJECTS

TORNADO TOWER: VR, 3rd Person, Platformer | JAN 2017 - PRESENT Producer & Level Designer

Led 4-person Dev team to ship game's demo | Scheduled production by 1-week sprints for Dev, Audio, and Art team | Designed/implemented 3D levels/puzzles in Unreal 4 | Wrote story and VOs | Managed Social Media, host for game's Twitch Stream, and showcased game at events to promote game.

HYDDEN ENIGMA: Interactive, Hypertext Story | OCT 2016 – NOV 2016 Project Lead, Designer, Writer, Artist & Voice Actor

Led 3-person team to completion for game's release | Designed game's macro design; Designed the narrative interaction | Sketched and colored art assets | Voice acted for game | Wrote VOs lines.

SÉANCE: Alt-Ctrl Installation | JAN 2016 - JUN 2016 Puzzle Designer & Story

Designed puzzles | Wrote story | Micro documented gameplay, puzzles, and research | soldered/desoldered Arduinos for lighting | Managed auditions for game | Storyboard/Managed game's trailer.

DEMOCRAZY: Political, Educational, Card Game | APRIL 2015 Project Lead, Designer, Artist & Writer

Led 2-person team to completion of game | Designed game's concept, systems, gameplay, characters, and card attributes | Wrote majority of the cards' info | Micro documented game's analysis and gameplay | Sketched art for cards.

THE ADVENTURE OF WEATHERLY P. CLOUDY: Drag/Drop Narration | MAR 2015 Producer, Composer, & Designer

Led 4-person team to completion of game | Micro documented game's concept and gameplay | managed meetings, scheduling and tasks | Composed soundtracks/SFX for game.

EXPERIENCE

CHEKOFV PROJECT: DARPA Funded, Research on Invariant Variables through Video Games | NOV 2014 - JUN 2015 QA

Playtested both games Xylem and Binary Fission | Reported any bugs in games through GitHub | Started off as volunteer work, but by detecting bugs and offering solutions to the problems, was hired to be on team.

REFERENCES UPON REQUEST / ASK ABOUT ACTIVITIES