Kaylin A. Norman-Slack

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SKILLS

Development Software	**Misc. Software**	**Languages**
Unity3D	Adobe Premiere	C# (Proficient)
3DS Max	Adobe Photoshop	JavaScript (Familiar)
Visual Studio	Microsoft Office	Python (Familiar)
Git		HTML5 (Familiar)
Perforce		Power Shell(Proficient)

EDUCATION

Bachelor of Arts in Interactive Media Design

University of Washington, Bothell, WA

Graduation Date: June 14th, 2015

PROFESSIONAL PROJECTS

Digital Future Lab   **Ghostlight Manor**

- Collaborated with two teams to ensure audio effects and music was integrated seamlessly
- Solved audio issues that arose within design concepts and physical builds of the game
- Collaborated with design team on world map design and gameplay mechanics

FREELANCE PROJECTS

The Gaming Colts   **Alicorn Princess Blast**

- Scripted events and enemy behaviors using C# resulting in a faster development cycle
- Maintained documentation resulting in a unified understanding of the project by the team
- Corresponded with development team in order to create tools for designers to use

EXPERIENCE

Turn 10 Studios   **Technical Artist**   Nov. 2016-Current

- Led the support branch of the Technical Art team resulting in 6 months of saved time for the team leads.
- Created scripts that artists used to enhance their work flow leading to them saving 1.5 months of work time.
- Collaborated with the Tools team to design features for their custom engine resulting in an easier, more visual workflow for artists.

Parker Staffing at Nintendo   **Consumer Service Rep.**   July 2015—March 2016

- Utilized problem solving skills to find meaningful solutions to consumer problems.
- Maintained professionality while solving consumer problems leading to better ratings
- Balanced Company interests with consumer interests effectively creating a positive experience for consumers

Digital Future Lab   **Game / Audio Designer**   March 2013—August 2015

- Composed musical scores for all products
- Maintained design documents so that design concepts were clear to the rest of the development team resulting in better understanding of the product vision
- Led a team of two audio engineers in composing music and sound effects for all products