

Tess Leiman

Game Designer

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GAME PROJECTS

Kril

Kril is my capstone project that I designed, programmed, and created all the art. It is a stealth/dress-up game about buying clothes for the first time as a transgender woman. I created this game in Unity and Photoshop.

Ultra K-Fighters

I worked in a group of four students to create this game for Intermediate Game Development. We utilized strategies for working in a team including standups and assignment boards, as well as learning about how to present and market games.

Bubblebath

I created this game in a week to challenge myself. I wanted to create a procedurally generated experience that really tested my coding skills. I created the game in Unity.

EXPERIENCE

Esports Consulting Intern

I performed research and provide advice to a Vegas-based eSports conglomerate over strategies involving breaking into eSports through titles such as Overwatch, League of Legends, and CS:GO.

Vice President of NYU Digital Art Club

I taught lectures on Photoshop, game design, and animation, run events with over 50 students, and create promotional material.

Poly Gaming Network Event Leader

I organized the Super Smash Bros. club at NYU under the Poly Gaming Network. I managed all the players, assured the event runs efficiently, and communicated with faculty to make sure we had resources for the events. I also created promotional materials, such as Facebook banners and Twitch overlays, for the various gaming events PGN runs at NYU.

KEY SKILLS

Unity

I use Unity for working on a majority of digital games. I am proficient in using C# for programming games with the Unity API. I have over three years of experience in the engine, so I use various versions including the latest ones.

Adobe Photoshop

I have been working in Photoshop for over six years. Using this software, I created art for games and completed commissions for both art and graphic design.

Additional Skills

Programming Languages: Java, Javascript, Lua
Web Development: HTML, CSS, jQuery
Game Engines: Unreal, Pico-8, GameMaker
Adobe Suite: Illustrator, After Effects, Animate
Development: Git, Rapid Prototyping, Agile.

EDUCATION

NYU

Class of Fall 2018 Tisch School
Game Design B.F.A.
G.P.A. 3.335

AWARDS

National Hispanic Merit Scholar

I received this award in 2014 for scoring in the top 2% of hispanics on the PSAT.

American Heritage Layout Design Award

I received this award for being the student most proficient at Adobe Photoshop and InDesign in 2014.