

# Tess Leiman

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*Recent graduate with strong practical and technical foundation in game design, graphic design, and programming. Eager to collaborate with creative team to apply skills to conceptualizing, developing and producing engaging video games across all platforms.*

## **PROJECTS**

### **Kril (Senior Capstone Game)**

- Served as the lead designer, programmer, and artist on my senior Capstone, Kril
- A stealth/dress-up game about buying clothes for the first time as a transgender woman
- Utilized detection, coroutines, event management
- Created using programs such as Unity and Photoshop
- Kril released publically and has received over 300 downloads on the game

### **BubbleBath (Procedurally-Generated Game, Personal Project)**

- Created this game to challenge myself with making a procedurally generated world
- Worked with techniques such as seed generation, data management, and balancing randomness
- This project tested my coding skills under pressure because of self-enforced time restriction

### **Ultra K-Fighters (Multiplayer Game, Team Project)**

- Worked in group of four students to create game for Intermediate Game Development
- Utilized Agile for working in a team to execute strategies including standups and assignment boards
- Learning about marketing and presentation of games
- Presented at NYU's game showcase and received enthusiastic reception from over 60 players

## **EXPERIENCE**

### **Esports Consulting Intern (Sept 2016 - Jan 2017)**

- Performed research and provided advice to a Vegas-based eSports conglomerate
- Consulted over heavily played games including Overwatch, League of Legends, Call of Duty, and Battle Royales

### **Geographic Information Systems Intern at Miami-Dade ITD (June 2016 - July 2016)**

- Utilized GIS technology to create maps that would be distributed to drivers of shipping companies
- Project generated over \$300,000 for the county

### **Media-Content Creator and Event-Programming Lead at NYU Poly Gaming Network (Sept 2016 - Dec 2018)**

- Organized the Super Smash Bros. club at NYU under the Poly Gaming Network
- Managed events of over 50 players, coordinated with NYU Faculty, and streamed event for the public
- Created graphics for advertising, content videos for Youtube, and provided overlays for Twitch streams

### **Vice President, Digital Arts Club at NYU (Jan 2017 - Dec 2017)**

- Taught Photoshop, animation, game design, and more to groups of over 60 NYU Students
- Created graphics used in emails and social media used to advertise the club
- Coordinated and ran excursions around New York City where I supervised large groups of NYU students

## **TECHNICAL AND DEVELOPMENT SKILLS**

**Programming Languages:** C#, Java, Javascript, Lua

**Web Development:** HTML, CSS, jQuery

**Game Engines:** Unity, Unreal, Pico-8, GameMaker

**Adobe Suite:** Photoshop, Illustrator, After Effects, InDesign, Animate, Premier

**Development:** Git, Rapid Prototyping, Agile

## **EDUCATION**

### **New York University**

- Tisch School of the Arts Class of Fall 2018
- Bachelor of Fine Arts Game Design (GPA: 3.66)

## **AWARDS**

### **National Hispanic Merit Scholar**

- Recipient of award in 2014 for scoring in the top 2% of hispanic students on the PSAT

### **American Heritage Layout Design Award**

- Recipient of award for outstanding proficiency at Adobe Photoshop and InDesign in 2014