

STEPHANIE RUCCI

GAME DESIGNER

PROFESSIONAL SKILLS

Adobe Creative Cloud Programs
MS Suite
Google Workspace
Unity 3D
JIRA
Trello
GitHub
Sourcetree
Level Design
Training
Documentation writing
Playtesting
Unity C#

AWARD

Best Multiplayer Award
"Farm Fighter" | Global Game Jam '21

EDUCATION

Iona University | May 2017
B.A. in Mass Communications
Concentration in Public Relations

ADDITIONAL WORK

LOOTFEED
Social Media Marketing Manager
July 2021 - December 2021

Game Developer Conference
Conference Associate
March 2016 - March 2019

Sketchfab
Community Manager Intern
July 2016 - August 2016

IndieCade
Volunteer
April 2016

Games for Change (G4C)
Assistant Social Media Coordinator
April 2015

CONTACT

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WORK EXPERIENCE

ASSOCIATE GAME DESIGNER
Jam City | Nov 2021 - August 2022

- Worked with leads across multiple departments on FTUE and Day-0 levels.
- Trained other designers on creating levels utilizing design tools.
- Designed levels using tools, assets, scripts, and prefabs to bring game from concept photos to playable state.
- Collaborate with cross-functional team members to ensure consistency of information.
- Assist in troubleshooting of live content bugs and issues.
- Used Sourcetree and Github to update the project and maintain a detailed log of work done.

PERSONAL PROJECTS

"FARM FIGHTER"
UI Designer | Jan 2021

- Brought the game's UI elements from concept to design and then from mockup to implementation.
- Coordinated with programmers and art to bring UI functionality to fruition.
- Handled tutorialization of game mechanics, features, and goals through UI.
- Identified and enforced scope to create a game under specific time constraints to meet deadlines.
- Took creative vision and collaborated with other teammates to ensure design works within bounds of mandatory theme and technicality.

"CUSTOMER SERVICE"
Project Lead/Game Designer | Dec 2020

- Designed game loop, flow, mechanics, and levels.
- Used C# scripting to implement button functionality for Main Menu, Game Over, and Pause Menu screens.
- Setup interaction triggers through the use of colliders and scripting for scene management and more.
- Wrote and updated documentation and worked alongside engineers to maintain design integrity.
- Created custom prefabs for game objects such as player, inventory items, and NPCs.

"MOUNTAIN OF REMEMBRANCE"
Game Designer/Writer | May 2016

- Built levels and placed objects to all fit within the game's lore and themes.
- Created and modified engine assets/prefabs to fit the game's requirements.
- Imported unique art, textures, and sound to plug into engine assets.
- Tuned the animation and functionality of level assets.
- Worked with programmers to introduce custom tools for tuning and tweaking.