

Stephanie Rucci

GAME DESIGNER

CONTACT DETAILS

Email: StephanieRucci@gmail.com

Portfolio: www.StephanieRucci.com/Game-Design
New York, NY

SKILLS

- ◆ Adobe Illustrator/Photoshop/Premiere Pro/After Effects/Lightroom
- ◆ Unity 3D ◆ Data Analytics ◆ JIRA ◆ GitHub ◆ Monetization
- ◆ UI Design ◆ Level Design ◆ Narrative Design ◆ Python ◆ Unity C#

EMPLOYMENT

GameStop

District Store Social Media Lead
October 2016 - August 2019

Sketchfab

Community Manager Intern
July 2016 - August 2016

BronxNet

Reporter
June 2013 - October 2013

EXTRACURRICULARS

Game Developer Conference

Conference Associate
March 2016 - March 2019

IndieCade

Volunteer
April 2016

Games 4 Change

Volunteer
April 2015

EDUCATION

Iona College

*B.A. in Mass Communications
Concentration in Public Relations*
May 2017

PROJECTS

"Farm Fighter" UI Designer

JANUARY 2021

- Received the Best Multiplayer Award at Global Game Jam 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

DECEMBER 2020

- Designed game loop, flow, mechanics, and levels.
- Used C# scripting to implement button functionality for Main Menu, Game Over, and Pause Menu screens.
- Implemented a HighScore System and audio feedback using C# in Unity3D.
- Setup interaction triggers through the use of colliders and scripting for scene management and more.
- Created UI sprites in Procreate and Photoshop to import them to the project.
- Wrote and updated documentation and worked alongside engineers to maintain design integrity.
- Used version control to update the project and maintain a detailed log of work done.
- 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.

"Faycrux" Level Designer

OCTOBER 2015 - MAY 2016

- Built a 3D level background for the main menu.
- Added button functionality to the main menu using Unity widgets and tools.
- Created budget plan through Kickstarter.
- Developed a promotion plan that would monetize content and acquire revenue for the team on "Faycrux."