MALIA SCOTT

GAME DESIGNER GRADUATE

Address 1605 South Porter Street

Location| Stuttgart, Arkansas, 72160

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Skills

Art Packages [2D/3D Animation, 3D Modeling, Autodesk Maya, Blender], Creative Writing, Scripting Languages [C#, Python, LUA], Game Engines [Unity, Unreal Engine], Adobe Creative Cloud, UI Design, UX Design, Project Management, Teamwork, Game Systems, Problem-Solving, Game Design [Mechanics, Gameplay, Level Design, Animation, Game Design Theory, Game Design Documentation, Prototyping]

Work Experience

Internship | The Best Times, Memphis, TN | January 2022 - February 2022

- Produced comprehensive cover guides for web ads and resource materials, including social media assets, resulting in a 20% increase in click-through rates and 15% higher engagement; collaborated with team to enhance brand visibility and user experience
- Conceptualized and designed 10+ custom logos for company events, boosting brand recognition and engagement during community activities; logos utilized in digital and print materials resulting in 25% increase in event attendance
- Held remote meetings with my supervisor to discuss company projects.

P1 Games| Remote | December 2023 - Current

- Participated in multiple game jams and successfully produced games using game development tools resulting in 40% increase in productivity and development efficiency.
- Designed user interfaces with a concerted effect to enhance the user experience by implementing innovative usability features, resulting in 200% improvement in navigation efficiency and higher user satisfaction.
- Spearheaded 3D modeling projects utilizing industry-standard software; crafted detailed models for diverse projects, elevating visual quality and enhancing user engagement and experience.
- Orchestrated game design initiatives by leading prototyping, gameplay and mechanics design tasks; collaborated with global team members, enhancing cross-functional communication and productivity across time zones.

Education

Arkansas State University, Jonesboro, Arkansas | August 2021 - May 2023

Bachelor of Science - Digital Technology and Design in Game Design

- Graduated with Magna Cum Laude Latin honors
- Chancellor's List [Fall 2021 - Spring 2023]
- Member of The National Society of Leadership and Success

Phillips Community College, Stuttgart, Arkansas | August 2019 - May 2021

Associate of Arts - General Studies

- Graduated with Honors
- Dean's List [Fall 2020 - Spring 2021]
- Member of Phi Theta Kappa
- Certificate of Proficiency in Law Enforcement

Certifications

- Google Ads Search [02/2022]
- Google Ads - Measurement [02/2022]
- Google Ads Video [02/2022]
- Google Ads Display [02/2022]
- Shopping Ads [02/2022]
- New volunteer Onboarding Certification of Completion at P1 [12/2023]

Activities

- Video Game Developing [3D, First-Person, Third-Person]
- Video Games [PS5, PC, VR, Fortnite, Sims 4, Call of Duty, NBA2K, Story Mode Base Games]
- Painting [Acrylic]
- Drawing [Pencil Drawing, Character Drawing]
- Exercising [Walking, Running, Weight Lifting]
- Participate in Game Jams