Vanessa Phelan

Technical Game Designer

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Employment

Academy of Interactive Entertainment
Game Programming Instructor
August 2019 to July 2023 · Lafayette, LA

- Created lesson plans
- Instructed game development in C#, C++, Unity, and Unreal Engine 4
- Oversaw and closely guided collaborative student game productions
- Managed Trello, GitHub, and Perforce

Raconteur Games
Designer, Programmer, and Technical Artist
March 2021 to March 2023 · Baton Rouge, LA (remote)

- Guided the team on best practices in Unity
- Designed systems and levels
- Implemented movement, scent, contextual audio, and custom shaders

ULL Foundation
Game Academy Instructor
June 2009 to June 2010 · Lafayette, LA

- Created a lesson plan
- Taught attendees (primarily high school students) use of GameMaker 8.1 and game design basics

Wisp Entertainment
Co-Founder/Designer/Engineer
October 2012 to Present · Lafayette, LA

- Designing and developing prototypes
- Presenting developed games at conventions

Projects

Deck-Building Fighting Game
August 2023 to Present
Programming, animation, UX design

DOGGONE
March 2021 to March 2023
Programming, level design, technical art

The Legend of Excalipurr
January 2016 to August 2019
Programming, level, ability, systems, and UX design

Spire
October 2012 to January 2016
Programming, technical art, UX design

Skills

Techniques: User Experience, Systems Design, Level Design, Narrative Design, Prototyping, Scripting

Software and Tools: Unity, Unreal Engine 4/5, Game Maker Studio 2, Blender, Git, Perforce, Visual Studio, Office Suite, Trello

Programming Languages: C++, C#, Java, HLSL, GLSL, Markdown, HTML, CSS

Interpersonal Skills: Agile Methodologies, Teaching, Communication

Education

University of Louisiana at Lafayette
May 2011
Bachelor of Science in Computer Science