

KAILEY V. PHAN MITCHELL

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@KVPM

Education

DePaul University 2016-2020
College of Computing & Digital Media
Bachelor of Science in Game Design
Minor in Animation
Student Ambassador Jun 2017 - Present

Awards

Xbox Game Changers 2019
DePaul University Dean List 2016- 2020
Penguin Random House Scholars 2016 -2020

Technical Skills

Adobe After Effects
Adobe Illustrator
Atlassian Jira
AutoDesk Maya
Google Suite
Microsoft Office Suite
SmartSheet
Taiga.io
Trello
Unity
Unreal Engine

Professional Membership

DePaul Dance Company | Chicago, IL
President

DePaul AIGA | Chicago, IL
Member

IGDA Chicago Chapter | Chicago, IL
Member

Professional Experience

DePaul Original Game Studio (DOGS) | Chicago, IL
Producer Nov 2018 - Present
-Manages an Unreal Engine game project.
-Coordinates with leads to set up pipelines and timelines.
-Helps students learn about agile task boards.

Indie City Meet Up | Chicago, IL
Board Member Jun 2019 - Present
-Works with board members to organize, set up and facilitate events.
-Arranges guest speakers to present at events.

Junior Development Experience (JDE) | Chicago, IL
President & Community Manager Apr 2018 - Present
-Facilitates and participates in game jams
-Designs workshops that further a students' desire to learn software.
-Acts as liaison to other on campus student groups and professors.

Rally Health | Chicago, IL
Project Manager Intern Jun 2019- Aug 2019
-Works and communicates with partners and stakeholders on timelines.
-Saw a new product through multiple stages of release.
-Lead various daily, weekly and bi weekly ceremonies.
-Learned and practiced agile methodologies (scrum, kanban, waterfall) .

Projects

Froot Fite
Producer & Artist Dec 2019 - Present
Squeeze your way to the top by grabbing & attacking your rotten fruit friends. Be the last one standing or get juiced trying
-Responsible for creating production timelines, UI , environment elements & character animations

Sashimi Slammers
Producer & Artist - UI & Graphics Nov 2018 - Present
Slam your competition into the deep fryer as you slap and puch a plastic fish controller.
-Showcased at BitBash, Pixel Pop, Super MagFest, C2E2 and more.
-Responsible for creating production timelines, UI elements and promoting updates.

That UFO Game
Producer & Artist Sept 2019 - Dec 2019
Pilot an alien spaceship by spinning a giant UFO controller to stealthily abduct cows from unsuspecting farmers.
-Responsible for creating production timelines, setting up production trackers and communicating deadlines
-Responsible for creating all game art assets and UI elements.

West Town Bakery
Lead Artist & Designer Aug 2018 - Jun 2019
Shoot sprinkels, chocolate chips and icing at enemies coming towards you in this endless shooter.
-Responsible for working closely with the client to create all art aspects that align with company's aesthetic.