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

Awards

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

Soft Skills

Adaptability   Leadership
Conflict Resolution   Organization
Critical Thinking

Technical Skills

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

Involvement

DePaul Dance Company | Chicago, IL
Member   Sept 2017 - Present
President   Jan 2019 - Present

DePaul University | Chicago, IL
Student Ambassador   Jun 2017 - Present
School of Design Rep   Sept 2018 - Jun 2019

DePaul AIGA | Chicago, IL
Member   Sept 2018 - Present

IGDA Chicago Chapter | Chicago, IL
Member   Sept 2017 - Present

Work Experience

DePaul Original Game Studio (DOGS) | Chicago, IL
Producer   Nov 2018 - Present
-Helps manage an Unreal Engine game project that simulated a professional game industry environment.
-Coordinates with leads to set up pipelines and timelines.
-Helps students learn about agile task boards and how they help move a project along.

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

Junior Development Experience (JDE) | Chicago, IL
President & Community Manager   Apr 2018 - Present
-Facilitated and participated in multiple game jams
-Designed workshops with the goal of furthering students' desire to learn certain programs.
-Acts as liaison to other on campus student groups and professors

Rally Health | Chicago, IL
Project Manager Intern   Jun 2019- Aug 2019
-Worked and communicated with partners and stakeholders on timelines, .
-Saw a brand new product through multiple stages of release
-Lead various daily, weekly and bi weekly ceremonies
-Learned and practiced agile methodologies/ SCRUM framework.

Projects

Froot Fite | Chicago, IL
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 | Chicago, IL
Producer & Artist - UI & Graphics   Nov 2018 - Present
-Alternative controller fish fighting game; showcased at various festivals around the USA.
-Responsible for creating production timelines, UI elements and promoting updates.

That UFO Game | Chicago, IL
Producer & Artist   Sept 2019 - Dec 2019
-An alternative controller where players have to suck up cows without being noticed by 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 | Chicago, IL
Lead Artist & Designer   Aug 2018 - Jun 2019
-Unity Development of a mobile game with the intent for marketing, *NOW OUT FOR iOS AND ANDROID*
-Responsible for working closely with the client to create all art aspects that align with company's aesthetic.