KAILEY V. PHAN MITCHELL

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Work Experience

Nov 2018 - Present
- **DePaul Original Game Studio (DOGS) | Chicago, IL**
  Producer
  -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.

Jun 2019- Aug 2019
- **Rally Health | Chicago, IL**
  Project Manager Intern
  -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.

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

Apr 2018 - Present
- **Junior Development Experience (JDE) | Chicago, IL**
  President & Community Manager
  -Lead multiple short-term team projects with meaningful gameplay experience in mind through fast iteration
  -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

Projects

Sept 2019 - Present
- **That UFO Game | Chicago, IL**
  Producer & Artist
  -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.

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

Aug 2018 - Jun 2019
- **West Town Bakery | Chicago, IL**
  Lead Artist & Designer
  -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.

Education

2016-2020
- **DePaul University**
  College of Computing & Digital Media
  Bachelor of Science in Game Design
  Minor in Animation

Awards

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

Skills

Adaptability	Leadership
Conflict Resolution	Organization
Critical Thinking	SCRUM

Technical Skills

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