

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

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

Technical Skills

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

Professional Experience

DePaul Original Game Studio | Chicago, IL

Producer Nov 2018 - Present
-Managed an Unreal Engine game project.
-Coordinated with leads to set up pipelines and timelines.
-Helped students learn about agile task boards.

Indie City Meet Up | Chicago, IL

Board Member Jun 2019 - Present
-Worked 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
-Organized & facilitated Chicago Global Game Jam & school wide 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
-Worked & communicated with partners & 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.

Projects

Froot Fite

Producer & Artist Dec 2019 - Present
-Managed development team, production schedule
-Facilitated team meetings
-Responsible for modeling & implementing environment elements & character animations.

Sashimi Slammers

Producer & 2D Artist Nov 2018 - Feb 2020
-Showcased at BitBash, Pixel Pop, Super MagFest, C2E2 and more.
-Responsible for creating festival production timelines
-Facilitating weekly team meetings
-Created UI elements, logo design and promotional updates.

That UFO Game

Producer & Artist Sept 2019 - Dec 2019
-Responsible for creating production timelines & setting up production trackers
-Communicated deadlines & facilitated weekly meetings
-Responsible for creating all game art assets and UI elements.

West Town Bakery

Lead Artist & Designer Aug 2018 - Jun 2019
-Responsible for working closely with the client to create all art aspects that align with company's aesthetic.
-Helped develop milestones in order to publish on smartphone devices