

RACHEL ELLIS

GAME DEVELOPMENT & INTERACTIVE MEDIA DESIGN

CONTACT

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www.rachelligames.com

EDUCATION

Northeastern University

2016 - 2019

Bachelor of Fine Arts, Game Design

Minor in English

3.93 GPA - Summa Cum Laude

SOFTWARE SKILLS

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Figma

Autodesk Maya, Blender

Python, Java, JavaScript

Microsoft Suite

Google Suite

JIRA

Miro

Unreal Engine, Unity

ADDITIONAL EXPERIENCE

Design Intern – Funko – Toy, Mobile App, and Game Design

Design Intern – Buffalo Games – Toy, Puzzle, and Game Design

Social Media Consultant – IndieCade Festival – Graphic Design, Iconography and Visuals, and Marketing

Teaching Assistant – Northeastern University – “The Business of Games”

EXPERIENCE

Blizzard Entertainment Level Designer

July 2022 – August 2024

- Designed immersive, open-world environments for *Diablo 4* and *Vessel of Hatred*, end-to-end
- Created 2D maps using Adobe Photoshop for towns, strongholds, and regions; owned production for certain environments and POIs
- Implemented 2D layouts into a 3D game engine using proprietary tools
- Assessed feedback and user flow; rapidly iterated on level designs to improve ease of use and streamline the user journey
- Incorporated compositional and hierarchical art skills to account for various aspect ratios and screen sizes, with an emphasis on visually communicating the user’s goal and how to achieve it
- Supported live-service team, including fixing bugs on live game
- Collaborated daily with a cross-functional team

Sony Interactive Entertainment Associate Collision Designer

August 2020 – July 2022

- Supported environment design pipeline on *God of War: Ragnarök*
- Utilized Autodesk Maya to design 3D layouts and create meshes; utilized Adobe Photoshop to refine ideas before implementing in 3D
- Designed user interactions and feedback animations with emphasis on providing positive feedback to players through visual and sound effects
- Defined and enforced design metrics and standards
- Communicated with a cross-functional team to solve problems and ensure timely delivery of assets; consistently provided feedback

Schell Games Design Intern

May 2019 – August 2019

- Designed interactive, digital games for a theme park attraction
- Iterated on interface to clearly communicate information to users
- Considered physical, technical, and financial restraints while creating the best possible experience
- Rapidly prototyped and iterated on ideas using VR and AR technology
- Wrote and maintained internal project documentation as well as thematic client-facing sell sheets