

KATHERINE ROSELL

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A bright, colorful, and dedicated game developer who is excited to work with her next team of creatives! Focused on giving fun experiences through gameplay and design!



EDUCATION

Quinnipiac University, College of Arts & Sciences, Class of 2020 — Hamden, CT
Bachelor of Arts in Game Development & Design - 3.5 GPA; Bilingual in Spanish



Course Certificate in
C Programming

Course offered by
University of Santa Cruz

DEVELOPMENT EXPERIENCE

Game Developer, Programmer

Health Mobile App for PTSD — Fall 2019

Working with medical student at Quinnipiac University to create a mobile app that helps adolescents who have experienced trauma

- Designing and coordinating with partner on project guidelines, gameplay, and educational requirements
- Developing with mobile controls to give each level/section unique gameplay

Programs/Skills: Unity (C#), Visual Studio, GitHub

Lead Artist, Syzygy - Jan. 2020 - Present

- Designed 3D spaceships in both Maya and Blender, and 2D UI and background assets
- Organized deadlines and scum goals with partner

Programs: Unity (C#), Trello, Illustrator

Lead Artist and Scrum Master, Siphon —

Aug. 2019 - Dec. 2019

- Organized backlogs weekly and reviewed team member's progress
- Designed all art assets in illustrator; UI, ships, background

Programs: Unity, Trello, Photoshop, Illustrator

Lead 2D Artist, Preview Labs, Ireland's

Great Hunger Museum — Jan. 2018–June 2018

- Created artwork of characters and assets
- Working in weekly SCRUM sprints to create art assets from backlog.

Programs: SCRUM, PaintTool Sai, Photoshop

PROJECT LINKS

Health App for PTSD, GitHub: [github-ptsd-edu](#)

Syzygy, itch.io: [itch.io-syzygy](#)

Siphon, itch.io: [itch.io-siphon](#)

Tumble Skull, GitHub: [github-tumbleskull](#)

Tumble Skull, itch.io Prototype: [itch.io-tumbleskull](#)