

Portfolio: tigerjia.com

Experience

Topgolf Media

Junior Game Designer

San Francisco, CA
August 2020 – Present

- Contributed designs for character abilities, achievements, and quality of life features
- Provided feedback to other designers on level difficulty, player experience, and game balance
- Tweaked character balance, level difficulty, and map progression to smooth the player experience and maximize returning players

University of California, San Francisco

Student Intern

San Francisco, CA
May 2019 – August 2019

- Helped organize meetings and events, including ordering catering, and tracked schedules, deadlines, and tasks
- Lead the initiative to digitize some operations in the administrative office, increasing efficiency of admin employees and reducing costs

Amino Capital

Intern

Palo Alto, CA
June 2017 – August 2017

- Analyzed investment pitches for AI and big data startups, compiling concise reports for partners to aid in their investment decision
- Compiled a newsletter of important advances and events in the AI and big data field

Boy Scouts of America, Eagle Scout

August 2009 – May 2016

Projects

- Developed with a 6-person team a VR game about tossing ingredients into a cauldron and making potions with various effects to maximize score. Helped design the difficulty scaling and potion mechanic. Designed and programmed the UI.
- Developed with a 6-person team a 2-player projectile based fighting game. Helped design gameplay, knights, and UI. Programmed the UI and helped program game systems.
- Developed with a team a character mod for the card game Slay the Spire. Designed cards and character mechanics.

Education

Carnegie Mellon University

Tepper School of Business

Bachelor of Science in Business Administration

Cumulative GPA: 3.69

Pittsburgh, PA

May 2020

Minor in Game Design

Relevant Coursework:

Game Design, Prototyping, and Production; Game Design; Principles of Imperative Computing; Principles of Functional Programming; Programming for Game Designers

Skills

- **Programming:** C#, Java, Python
- **Software:** Unity, Unreal Engine 4, Blender, JIRA, Perforce, Github, Excel, PowerPoint
- **Other:** Agile Development, Scrum, Marketing, Production