Anna Salieva
Game Designer

Pittsburgh, PA
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Instagram

Linked-In

Skills

LANGUAGES

C++
C#
Python

SOFTWARE

Unity
Unreal
Git
Maya
Eclipse
WordPress
Storyboard Pro

SOFT SKILLS

Leadership
Skilled Communication
Flexible
Open-minded
Creative
Team-player
Integrity
Organization

FLUENCY

English
Russian

Education

CARNEGIE MELLON UNIVERSITY   *2022-PRESENT*
   M.A. ENTERTAINMENT TECHNOLOGY

UNIVERSITY OF CALIFORNIA IRVINE   *2018-2022*
   B.S. COMPUTER GAME SCIENCE   *GPA 3.8*

Experience

ENGINEER, GAME DESIGNER

CUBIOS INC.
JUNE 2021 - SEPTEMBER 2022
- Created prototypes for the WOWCube Platform
- Designed and wrote GDD for an educational physics game
- Worked in Pawn and Python with unfamiliar API, worked with limited hardware capabilities
- Compiled game ideas into design documents and Figma mockups
- Communicated with engineers, artists and the publicity department

Projects

HYSTERIA IN HOWLSBEND (NARRATIVE-DRIVEN INTERROGATION GAME)
DESIGNER, ARTIST, JANUARY 2023 - PRESENT
- Engineered prompts and examples for GPT-3 and ChatGPT to generate character dialogue
- Worked on character art, promotional art and UX/UI
- Designed emotion system, helped conduct playtests, edited narrative design doc
- `https://www.youtube.com/live/m2KWy4-`

PLAY TIME (HORROR PLATFORMER GAME)
DESIGNER, ENGINEER, TEAM LEAD, MAY 2021 - APRIL 2022
- Led a team of 9 people, scheduled and conducted meetings, kept team up to date on deliverables, delegated tasks
- Designed 2D character models, wrote C# code in Unity, designed level, programmed enemy AI, textured 3D models in Substance Painter
- Designed and coded character movement
- `https://github.com/annasalieva/PlayTime`

MONSTER CUBE (ONLINE MULTIPLAYER HORROR GAME)
DESIGNER, PRODUCER, ENGINEER, JAN 2021 - JUNE 2021
- Produced for the game and led the team of 5 people
- Wrote C# code for networking and character mechanics in Unity
- `https://github.com/Jaydeveloper394/Monster-Cube`