Katherine Wheeler

Entertainment technology student seeks position in experience design.

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EDUCATION

Carnegie Mellon University Entertainment Technology Center (ETC), Class of 2022
Masters of Entertainment Technology
AUGUST 2020-MAY 2022

The University of Chicago, Class of 2017
A.B. in Comparative Human Development
SEPTEMBER 2013 - JUNE 2017

ACADEMIC PROJECTS

Building Virtual Worlds, ETC
Sound Designer, Producer
AUGUST 2020-DECEMBER 2020

- Designed sound for five successful Unity projects through prototyping, development and collaboration with artists and programmers
- Designed immersive single player and multiplayer experiences for unusual platforms and inputs
- As producer, maintained strong team dynamics among individuals from diverse backgrounds and varied creative perspectives
- Successfully maintained aggressive schedule until project completion in a remote environment

Visual Story, ETC
Editor, Storyboarder, Cinematographer
AUGUST 2020-DECEMBER 2020

- Produced storyboards and design briefs for team-based short film and interactive projects
- Edited projects in Premiere based on faculty and peer feedback
- Managed scheduling and communication issues in a remote environment

EXPERIENCE

Fashion Empire, Frenzoo Ltd.
Quest Designer- Remote
MARCH 2019- AUGUST 2020

- Developed storyline and game design content for a mobile boutique simulator on a biweekly release schedule
- Pitched, tested, and oversaw completion of new game mechanics and user experience improvements
- Responded to feedback from players and stakeholders by implementing requested changes

Humans vs. Zombies, University of Chicago
Flavor Moderator
APRIL 2015 - JUNE 2016

- Designed narrative elements including netprov, live-action, and social media content for our quarterly, weeklong campus game
- Produced a Twine game and a small-scale escape room experience to advertise the game and introduce the world

SKILLS

Creative- Unity, Audacity, Audition, Photoshop, Illustrator, Premiere, Twine, Final Cut, Lightroom, Reaper
Other Software-Perforce, Zoom, Trello, spreadsheet software
Social Media-Facebook, Instagram, Tumblr, YouTube, Snapchat, Eventbrite, Slack, Wordpress, listservs
Non-software-public speaking, technical writing, puzzle design, playtesting, agile development

RELEVANT COURSEWORK

Building Virtual Worlds-rapid prototyping course where student teams produce five Unity experiences in an agile environment
Visual Story-project-based course connecting visual design principles to storytelling in film and interactive experiences
Alternate Reality Games: Theory and Production-Transmedia design course culminating in production of a module for an alternate reality game
Transmedia Puzzle Design-Team-based puzzle creation class built around weekly playtests of student creations. Audited course.
Fundamentals of Fiction-fiction writing workshop

LANGUAGES

French- Advanced proficiency including study abroad
Catalan- Beginning proficiency
HTML- beginning proficiency
GScript-moderate proficiency
Javascript- beginning proficiency