

MOLLIE BRALEY

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EDUCATION

CARNEGIE MELLON UNIVERSITY, ENTERTAINMENT TECHNOLOGY CENTER (ETC) Pittsburgh, PA
• Master of Entertainment Technology Expected May 2020

THE UNIVERSITY OF CHICAGO Chicago, IL
• Bachelor of Arts in English Language and Literature March 2017
• Dean's List 2013–2014, 2015–2017

ACADEMIC PROJECTS

PRODUCER/SOUND-DESIGNER Pittsburgh, PA
Building Virtual Worlds, Entertainment Technology Center Fall 2018
• Create 5 unique and iterative builds in 1-2 week sprints
• Collaborate with 3-4 programmers and artists
• Keep team to a rigorous schedule leading to 5 successful world implementations
• Organize internal and external team meetings
• Record, compose, and mix original foley, music, and dialogue for each world

EXPERIENCE

GAME DESIGNER Chicago, IL
"the parasite" (Patrick Jagoda, Kristin Schilt, Heidi Coleman) September 2016 – September 2017
• Designed 11 game modules for a 1750 person, 8 day long alternate reality game
• Coordinated collaboration with Athletics Department that attracted approx. 300 non-players to the game
• Assisted in organizing and running 3 playtesting events
• Iterated on playtesting feedback to modify and redesign game modules and gameplay mechanics
• Created and built puzzles, narrative documents, assets, and props used throughout the game

CONTENT WRITER, MARKETING INTERN Chicago, IL
Schlep, Inc. June 2015 – June 2016
• Created 10 case-studies for the website profiling current company partners and clients in design and retail
• Conceptualized plan and design for web-based content
• Assisted marketing director with copy and design material for print and digital advertising campaigns
• Promoted the company and enlisted support via face-to-face meetings with potential partners and clients in design and retail

LEADERSHIP

EXECUTIVE DIRECTOR (PRESIDENT), CO-ARTISTIC DIRECTOR Chicago, IL
UC Dancers (University of Chicago) June 2015 – June 2017
• Increased membership by over 100% in 1.5 years
• Designed and executed campus-wide marketing/publicity plan that increased our annual show attendance by 300% from 2016 to 2017
• Directed and coordinated 32 performers and staff for a campus-wide annual performance
• Managed company budget of \$2000/year

SKILLS AND INTERESTS

Language: proficient in Spanish, basic Korean, basic Greek

Computer: Microsoft Office; CSS/HTML; Photoshop; Unity Sound Design tools [beginner]; Logic ProX

Interests: writing, film, transformational games, music performance, graphic design, video games