AMANDA SHARKEY

STUDENT AND GAME DESIGNER

PERSONAL PROFILE

I'm an undergraduate student studying interactive media and games, specializing in creative production and team management. I have a background in art, computer science, and creative writing which supports my management and organizational skills for interactive entertainment projects.

CONTACT INFORMATION

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SKILLS AND EXPERTISE

- Beginner experience with Unity
- Game development and coding in Construct3
- Twine interactive story design
- Tabletop game development
- Familiarity with Agile, Scrum, and related production methods
- Project management

EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA

B.A. Interactive Entertainment

- Graduation: May 2024
- Trustee Merit Scholar

CHAPARRAL HIGH SCHOOL

- Graduation: May 2020
- Academic GPA: 4.87, Class Rank: 11/566

ADDITIONAL INFO

- President of CHS Firebird Robotics Team, Aug. 2018 - May 2020
- Cohort Representative for USC Interactive Media and Games Division, Aug. 2020 - Present
- Officer for Trojan Adventuring Party, a TTRPG student organization at USC, Jan 2021 - Present

WORK AND PROJECT EXPERIENCE

GIRLS MAKE GAMES SUMMER FELLOWSHIP

Girls Make Games | July 2021

- Mentored young girls in game design and programming with Construct3
- Acted as a producer for campers' original games
- Remotely executed GMG curriculum and gaming activities

PICKFAIR DIRECTIVE GAMERUNNER

University of Southern California | Dec. 2020 - Present

- Design puzzles, stories, and challenges for IndieCade nominated alternate reality game
- Work remotely and in person with a team of faculty and students to create multi-medium ARG elements

MIGHTY! GAME DIRECTOR

University of Southern California | Oct. 2020 - Nov 2020

- Designed original card game for Game Design Workshop class
- Remotely led small team of students to produce and polish game
- Utilized Tabletop Simulator for prototyping and remote playtesting

CODE SENSEI

Code Ninjas Scottsdale | Aug. 2019 - July 2020

- Work part time with kids ages 7-14 teaching programming and game development
- Ran after-school clubs in Scratch and 3D Modeling
- Created content and taught week-long web development summer camp to develop skills in HTML and CSS
- Performed general opening/closing procedures