Lillian Joyce

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EDUCATION

Drexel University   **Philadelphia**
B.S. Game Design and Production   *2018-2023*
- Member of the Entrepreneurial Game Studio incubation program; created and published a game in under two years; Summa Cum Laude graduate, recipient of Dean's List honor, and Westphal Portfolio Scholarship

SKILLS

- **Organization:** Airtable, Asana, Basecamp, Confluence, Google Suite, Miro, Monday, MS Office, Notion, SalesForce, ShotGrid, Slack, SyncSketch, Zoom
- **Development:** Autodesk Maya, Jira, Perforce, Unity, Unreal Engine
- **Design:** After Effects, Audition, Canva, Figma, Illustrator, InVision, Premiere, Photoshop
- **Marketing:** Buffer, Later, Rebandly, Sprout Social
- **Soft Skills**: Agile and Scrum Methodologies, Database Management, Documentation, Scheduling, Team Organization

WORK EXPERIENCE

Epic Games - MetaHuman Creator   **Raleigh, NC**
Production Coordinator   *May 2022 - September 2023*
- **Lead production efforts** for 6 international artists, overseeing the full lifecycle of digital preset character updates
- **Established new pipeline processes** and documentation to enhance coordination and communication within the production team
- **Database management** for MetaHuman assets and data via ShotGrid and Perforce
- **Produced** 3 public-facing MetaHuman technology spotlights with the marketing team
- **Managed relations, contracts, and deliveries** for 3 vendors across the team through performance metrics and project management KPIs

Tired Turtle Games - Digital Janitors   **Philadelphia, PA**
Co-Founder, Executive Business Manager   *October 2019 - May 2023*
- **Managed cooperative business documentation** and organizational tasks for a 6 person team through Airtable and Discord
- **Orchestrated the successful launch and publication** of *Digital Janitors* on Steam and Itch.io
- **Cultivated valuable relationships with game companies** and content creators for engaging social media campaigns
- **Designed assets and promotional material** for *Digital Janitors* via Photoshop and Canva

DVNC Tech - Monochrome RPG, SETVR   **Glenside, PA**
Executive Producer   *March 2020 - May 2022*
- **Spearheaded project pipelines** for *Monochrome RPG* and *SETVR*
- **Drafted and implemented level designs** for the *Monochrome RPG* in Unity
- **Managed a successful $15,000 Kickstarter** campaign for the Monochrome RPG
- **Drove marketing initiatives and content generation** for the *Monochrome RPG* and *SETVR* with over 20,000 engagements on Twitter, Reddit, TikTok, and Instagram
- **Tackled project concerns** in a thriving Discord workshop with 1,000+ members

OpenForge - Startup Wars   **Philadelphia, PA**
Designer, Internship   *March 2021 - September 2021*
- **Designed game assets and sprite sheet animations** utilizing Adobe Illustrator
- **Crafted user-friendly interface designs** using Figma to optimize user navigation
- **Conceptualized game quests and interactions** with a team of 8 designers
- **Performed daily quality assurance testing** and maintained comprehensive documentation to ensure the highest standards of product quality