

# Lillian Joyce

## Production Coordinator

Philadelphia, PA

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### Software Skills

**Organization:** Slack, ShotGrid, Airtable, Miro, SyncSketch, Confluence, Basecamp, Asana, Monday, MS Office, Notion

**Development:** Unity, Autodesk Maya, Perforce

**Design:** Adobe Photoshop, Illustrator, Premiere, After Effects, Audition, Canva, InVision, Figma

**Marketing:** Later, Sprout Social, Buffer, Rebandly

### Professional Skills

Documentation  
Team Management  
Project Organization  
Time Management  
Verbal Communication  
Scrum and Agile Workflows

### Activities & Awards

Accepted into incubator team at the Entrepreneurial Game Studio

Dean's List, 2018-2022

Drexel Portfolio Scholarship Recipient, 2018-2023

Winner of the Game Design World Championship Fan Vote for *Digital Janitors*, 2020-2021

### Education

Drexel University  
B.S. in Game Design & Production  
Expected Graduation: 2023

### Work Experience

#### MetaHuman Production Coordinator

Epic Games, Philadelphia, PA

May 2022 - Present

- Lead production on preset character updates with a team of 6 artists for version releases
- Coordinate with the Clothing Team to create a new modular initiative for asset creation utilizing documentation and pipeline processes
- Database management for MetaHuman assets and data
- Collaborate with team leads to provide iterative updates to public-facing MetaHumans

#### Executive Producer

DVNC Tech., Glenside, PA

March 2020 - Present

- Maintain current project pipelines for *Monochrome RPG* and *SETVR*
- Draft and implement level designs for the *Monochrome RPG* in Unity
- Manage scheduling, organization, and documentation tasks through Airtable, Slack, Basecamp, and Google
- Managed a successful \$15,000 Kickstarter campaign for the *Monochrome RPG*
- Lead marketing campaigns and content creation for the *Monochrome RPG* and *SETVR* with over 20,000 engagements on Twitter, Reddit, TikTok, and Instagram
- Address project concerns over Discord in a 1,000+ member Workshop

#### Co-Founder, Executive Business Manager

Tired Turtle Games LLC, Philadelphia, PA

October 2019 - Present

- Manage cooperative business documentation and organizational tasks for a six-person team through Airtable and Discord
- Successfully launch and publish *Digital Janitors* on Steam and Itch.io
- Correspond with game companies and content creators for social media campaigns
- Design assets and promotional material for *Digital Janitors*

