

Melody Geiger

Jr. Developer

melody.geiger@icloud.com | [ArtStation](#) | [Itch.io](#) | [LinkedIn](#)

EDUCATION

The University of Texas at Austin, BS in Arts and Entertainment Technologies, BA in Spanish, Texas Immersive June 2024
Coursework: Human Centered Design, Rapid Prototyping, Creative Coding, Previsualization, Game and Audio Design, Spanish

EXPERIENCE

Contract World Builder September 2022 - Present

Texas Immersive Institute - Austin, Texas

- Attended meetings with researchers, developers, and project managers to understand project needs and deadlines
- Acquired and utilized asset packs to world build 5 distinctive campground areas within a medium scale world

Product Design Intern June 2022 - August 2022

Meta - Seattle, Washington

- Worked with cross-functional partners to understand and conceptualize a solution, prototype, and product deliverables
- Generated presentation documentation that effectively communicated my work to peers and management in Figma

Producer/Unity Generalist Intern June 2021 - August 2021

Astire Games - Remote

- Engaged in the efficient expansion of a pre-existing educational game project via resource management, peer communication, production of organizational documents, and comprehension of limitations
- Transformed a mid-fidelity prototype into a successful Beta Launch deliverable

PROJECTS

Producer and Unity Generalist August 2022 - Present

Re:Fresh - Austin, Texas

- Led team collaboration efforts to create a Pre-Production documentation in Miro that communicated game systems, art pipelines, narrative approaches, and project deadlines
- Maintained leadership during meetings in order to keep team on task and within project scope

Level Designer and World Builder October 2021 - December 2021

!Bird - Austin, Texas

- Coalesced early layout ideas and iterated upon their design until progressing onto the set dressing stage
- Set dressed with an asset pack and coded light worldbuilding interactions and animations towards a cohesive aesthetic

Producer and Unity Generalist June 2021 - July 2021

Litterbug! - Remote

- Collaborated with team members to brainstorm ideas, communicate limitations, and maintain project deadlines
- Ideated mockups and integrated art assets while establishing documentation to facilitate the development pipeline

Producer April 2021

Cosmic Call - Remote

- Organized and led walkthrough meetings for team members to give feedback and clear personal blockers
- Generated project documentation for communication, brainstorming, organization, resources, feedback, and shipment

SKILLS

Computer Skills: Proficient in Adobe Photoshop & Premiere Pro, Unity, ZBrush, C#, Java, Ableton Live, and Figma
Knowledge of HTML, JavaScript, SQL, C++, Maya, Unreal, Adobe Illustrator, Blender, Krita, TouchDesigner, and Celtx.

Languages: Intermediate Spanish speaking, reading, and writing

Certifications: First Aid and CPR Certification, ACA Photoshop Certification, Safe Sets Certification

HONORS AND AWARDS

- Johnson-Bates Respect and Inclusion Scholarship Recipient October 2022
- Texas Immersive Fellow September 2022
- UT Austin Student as Partners Grant Recipient June 2022
- College Scholar April 2022
- College of Liberal Arts Dean's List Summa cum laude February 2022