

Olivia Moriarty

Game & UX Designer

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Education

B.S. Arts & Entertainment Technologies Video Game Design Emphasis

The University of Texas at Austin, May 2021

- University Honors
- [Texas Immersive Program](#)
- Minor in Innovation, Creativity, and Entrepreneurship

Study Abroad Program

Spanish Language & Culture

University of Cantabria, Summer 2018

Accomplishments

- NASA Space Apps Challenge Finalist
- Hispanic Scholarship Fund Scholar
 - 2020 Media & Entertainment Summit
- Women in Gaming - Communications Director
- Texas Royals - Alumnae Coordinator
- Global Game Jam 2019 Participant

Skills

- Unity
- VR / AR Development
- Project Management
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- Unreal Engine
- Google Docs, Sheets, Slides
- Microsoft Office
- Figma
- C#

Interests



Gaming



Movies/TV



Travel

Experience

Lead Game Designer

[Subpar Software](#) | Remote | January 2020 - January 2021

- Spearheaded design of core features, level layout, and narrative of a multiplayer mobile app video game.
- Partnered with game team to ensure design and narrative elements were polished for ideal player experience.
- Worked in Unity to build the environment, including white-boxing and asset implementation.
- Designed achievements, user flows, and created various design documents utilizing Google Drive productivity tools.
- Instrumental in establishing and staying on track with the production timeline and project milestones.

Texas Immersive Events Coordinator

The University of Texas at Austin | Remote | June 2020 - Present

- Produce virtual networking events with companies like Disney and NASA for Texas Immersive and UT students.
- Build virtual meeting spaces, create meaningful presentations, and execute amazing technology-focused educational events.

Experience/Level Designer

[NASA International Space Apps Challenge](#) | October 2020

- Chosen as a finalist (top 40) out of 2,303 projects across the globe.
- Designed the layout, narrative, and virtual world that represents NASA's Golden Record into an interactive museum format.
- Worked within Mozilla Hubs to build the world including implementing art, sound, lighting, and worked with the team to maintain the creative vision.
- Collaborated with a team of 6 people in the span of 48 hours to deliver this interactive project.

Experience Design Intern

[CARPE Games](#) | Remote | June - October 2020

- Designed, iterated, and produced materials including the pitch deck for presentation to various game companies.
- Improved current design and experience of the Squirrel Smash game and assisted in Unity coding in C# for AR.
- Created and built upon game design ideas and documented key design decisions with Google Drive productivity tools.

Virtual Reality Research Assistant

The University of Texas | Austin, Texas | January - July 2020

- Contributed in the design and development an [interactive virtual reality experience](#) to display the findings of Planet Texas 2050 research.
- Created particle system, animations, built out the game scene within Unity, and built and debugged code within C#.

Lead Designer and Producer

[The Know Zone Project](#) | 2019

- Led a team of five in the design and development of The Know Zone, a sexual assault prevention and awareness video game.
- Worked in Unity to implement assets, created and maintained project documentation, conducted weekly meetings.