

EMILY TURNER

DEV, DESIGNER, DORK

CONTACT



emilykturner.com

SKILLS

Languages: C/C++, C#, JavaScript, HTML, XML

Proficiencies: Unity, Unreal, Visual Studio, Figma, Git, Perforce, Adobe Suite, Excel, PowerPoint, CSS, Word

CONFERENCES

SIEGE

2022 PANELIST

AI Design for Strategy Games

IndieCade

2020 STUDENT GAME NOMINEE

Project "Gamer Girl", Lead Designer

2022 FESTIVAL JUDGE

Games 4 Change

2020 STUDENT GAME NOMINEE, PANELIST

Project "Gamer Girl", Lead Designer

Activism in Gaming

EDUCATION

Rochester Institute of Technology;
Graduated December 2019
Bachelor of Science, Game Design
and Development
Summa Cum Laude

EXPERIENCE

● Niantic Interactive, Systems Designer

Marvel: World of Heroes

2023

Created spreadsheet-based tooling to automate content creation, iterated on F2P economy design based on player data, and redefined combat to better align with game pillars.

● Oxide Games, Systems / Technical Designer

ARA: History Untold, Xbox Game Studios

2019 - 2023

Wrote design documentation, prototyped new mechanics, and developed a trait based AI system that assessed unique game states.

DESIGN + TECH = GAMES

● The Technical

Knowledge of multiple programming languages and game engines, not afraid to dive into code

Familiarity with code reviews, both as a reviewer and reviewee

Experience creating custom design-side tooling to automate data creation and standardization

● The Design

Intimate familiarity with the design process from concept to peer review to implementation

Experience with rapid design iteration based on internal and external feedback as well as player telemetry

An unhealthy obsession with spreadsheets and proper documentation using Excel and Confluence